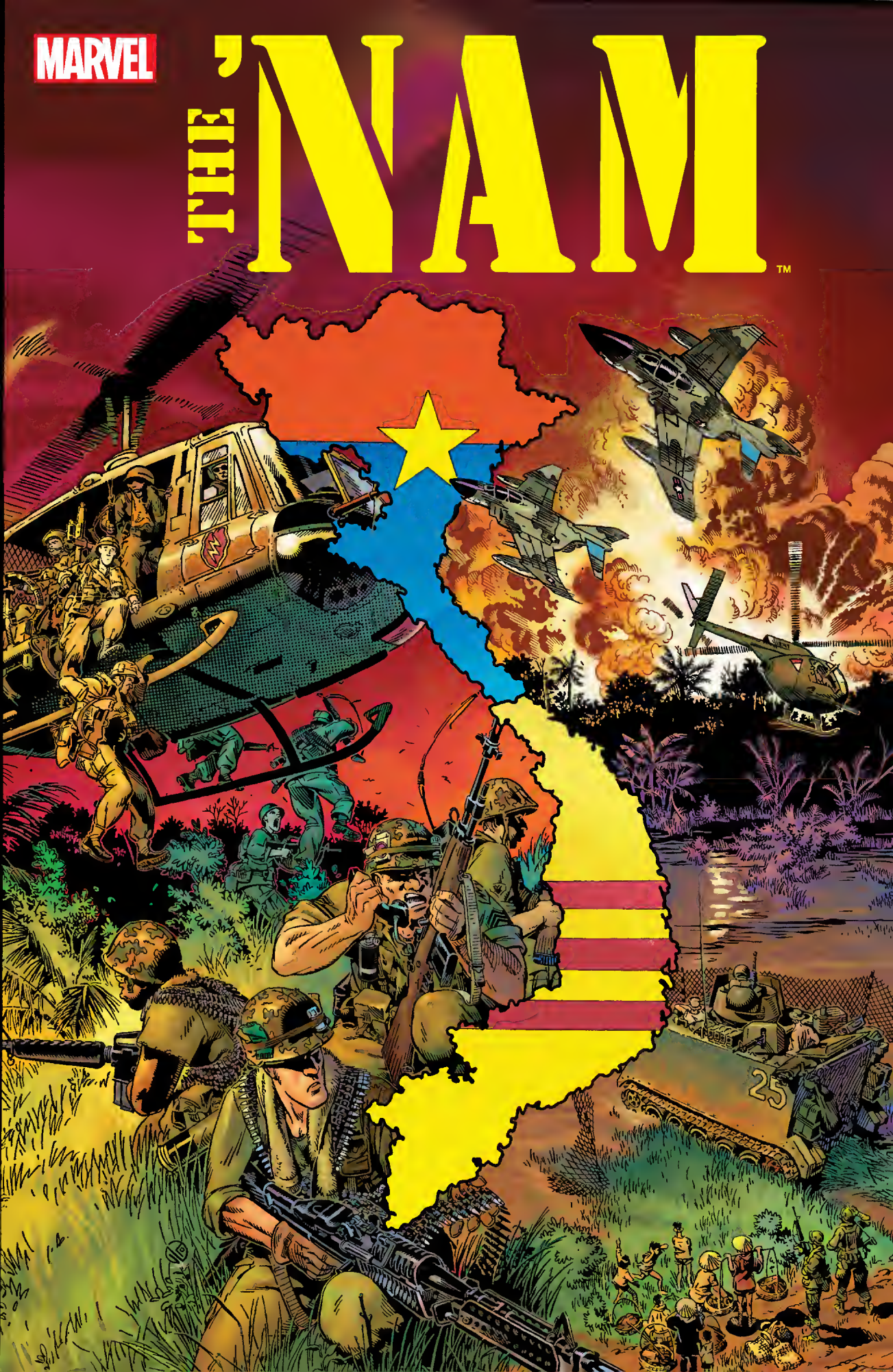

MARVEL
THE 'NAM
™

THE 'NAM



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THE 'NAM

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Special Thanks to
JASON SMITH

INTRODUCTION

In 1986 when I was an editor at Marvel, Jim Shooter, who was then editor in chief, came down the hall with a mock-up of a cover. It was a color copy of the artwork from a *G.I. Joe* cover, one that showed an infantryman in camo face paint peering through dense jungle foliage. A logo had been pasted over the art that read: The 'Nam. Shooter's directive to me was to come up with the book to go along with the cover and produce it. I remember replying that I felt an obligation to do this one right and that there could be no compromise. I told him that what I was going to come up with was probably not what he envisioned or what the powers upstairs thought would be profitable. He told me that the ball was mine and I should run with it.

I did some hard thinking about it and went through a short list of possible writers and artists. In my mind, the writer had to be a vet. I did not want some armchair warrior with romantic fantasies about combat to be writing a war comic on my watch. I called Doug Murray right off the bat. He had written some Vietnam stories for my short-lived revival of *Savage Tales* that were drawn by Michael Golden, and they had been well received ("5th to the 1st"). Doug was a vice president in charge of computers at Chase Manhattan back then and doing some occasional freelance writing. He was also an Army vet who had done two tours in Vietnam.

I gave Doug three directives. First, I wanted the comic to take place in real time. Every time a month went by in the real world, a month went by in the comic. Characters would arrive in country, do their twelve months and a wakeup and rotate home. Second, it had to be told from the grunt's point of view. It had to be about the guys on the ground who got jungle rot, malaria and dysentery. It had to be about people, not about ideas, and the people had to be real, not cardboard heroes or near super-men. Third, there would be no John Wayne heroics or enemy soldiers charging out from behind perfectly good cover right into the sights of a machine gun. Firefights would be depicted as the utterly chaotic fearsome melees they generally are. Valor doesn't always take the form of a guy jumping up and yelling, "Follow me!" There were guys in Vietnam who reupped to stay in country so that their draftee kid brothers couldn't be sent over. I told Doug that these things should all be addressed. As for characters, storyline and physical setting, that was all up to him. He was amenable and within a few weeks he presented a mini-bible and the first script. I thought it was terrific. Very matter-of-fact, but with plenty of character.

Michael Golden signed on to draw the book. I had known from working with Michael in the past that I didn't need to describe hardware for him or even explain what it was. If I told him to draw a Ma-duece, he turned in a perfectly rendered Browning M-2 .50 caliber machine gun with the proper ratio of tracer to ball in the belt. After he read the script, he asked me if I was sure we wanted to do it this way. I told him we weren't doing *Sgt. Fury and His Howling Commandos*. He said something to the effect of, "Good luck getting it past the suits."

I made a point of not showing the first issue to anybody until it was completely finished and ready to ship. I thought if it was a fait-accompli we might have a chance of getting it out on the racks relatively untampered with. To his everlasting credit, Jim Shooter okayed the book without a single caveat and it went out untouched by other hands. None of us were out to manufacture a hit. In fact, I was certain it wouldn't sell very well. We had all given it our best shot, but we had done that before with little success. After all, it was a war book, and a war book about a particularly unpopular and controversial war at that. Moreover, our prime potential market for the book hadn't even been born when the last helicopter took off from the embassy roof in Saigon.

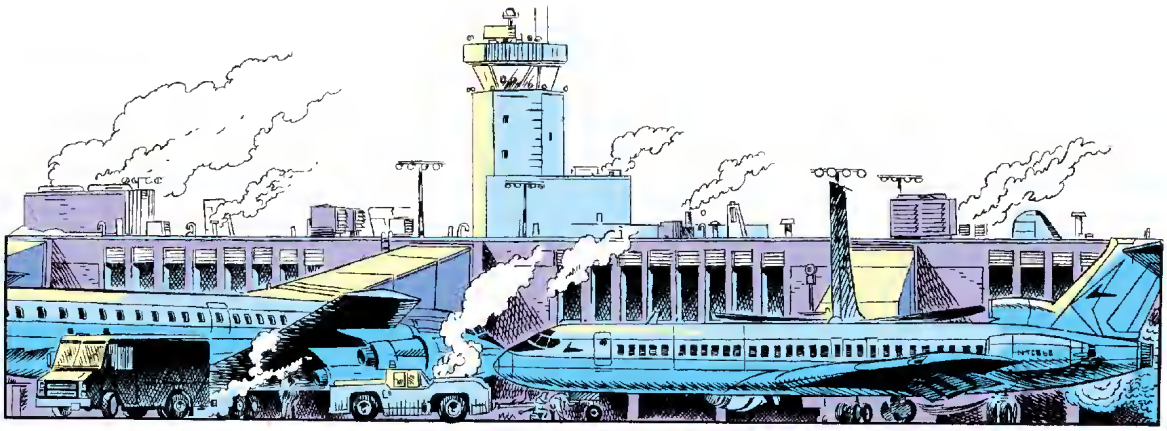
What I hadn't counted on was the fact that our publicity person at the time, Pam Rutt, saw it for what it was – a Marvel product that she could pitch to a newspaper editor without encountering that glazed look in the eye that she got whenever she tried to explain X-Men continuity. Feature writers said it was the first Marvel comic to cross their desks that they could get a handle on. We got a big write-up in the Washington Post with a color reproduction of the first cover and quotes from me, Doug and Jim Shooter. It was a very positive piece indeed and it got picked up by over a hundred papers. A few hundred other papers ran their own pieces.

The sales shot up and mail started pouring in. A lot of vets said that they could never explain the war to their kids, but now they could hand their kids this comic that told it the way it was. We even got an award from the Bravo Organization (a Viet vet group) for the "best media portrayal of the Vietnam War" beating out the movie *Platoon*. Doug Murray went to the black tie award dinner that was attended by General Westmoreland and ex-premier Ky. Doug said that his award presentation followed Martha Raye in full jungle cammies singing "Ballad of the Green Berets" a capella, which is somewhat akin to following a little blind girl on crutches doing "God Bless America" at an American Legion dinner.

So, here you have it. Reprinted, rebound and recolored in a format that can sit on your bookshelf. It isn't coming at you in monthly increments and you aren't getting to know the characters in real time, but this is the real stuff as close as we could do it under the strictures of the Comics Code. Read it and think a little about our politicians and their eagerness to send our sons and daughters in harm's way with their hands tied behind their backs by idiotic "rules of engagement." Read it and ponder our inability to learn from history. Read it and understand why thousands of soldiers come home from a war and never talk about it.

Larry Hama
March 1999


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EARLY IN 1966, A YOUNG SOLDIER LEAVES HOME FOR HIS FIRST TASTE OF INDEPENDENCE, AND **WAR**.

'NAM: FIRST PATROL

STORY: DOUG MURRAY. PENCILS, COLORING: MICHAEL GOLDEN. INKS: ARMANDO GIL. LETTERS: PHIL FELIX. EDITOR: LARRY HAMA. EDITOR IN CHIEF: JIM SHOOTER.

GOODBYE, SON! DON'T FORGET TO WRITE! PLEASE... BE CAREFUL!

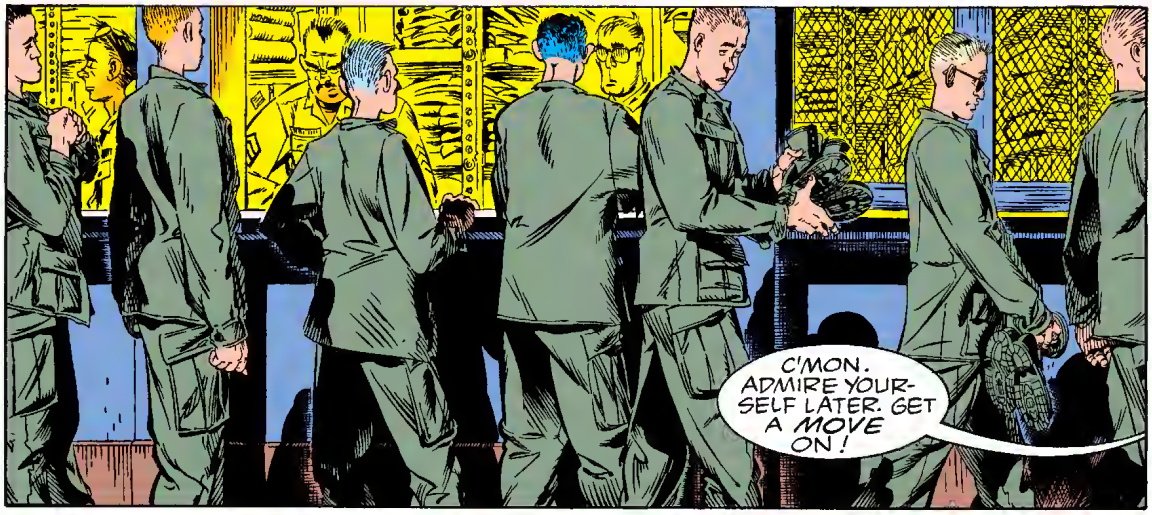
THAT'S RIGHT, SON! BE CAREFUL!

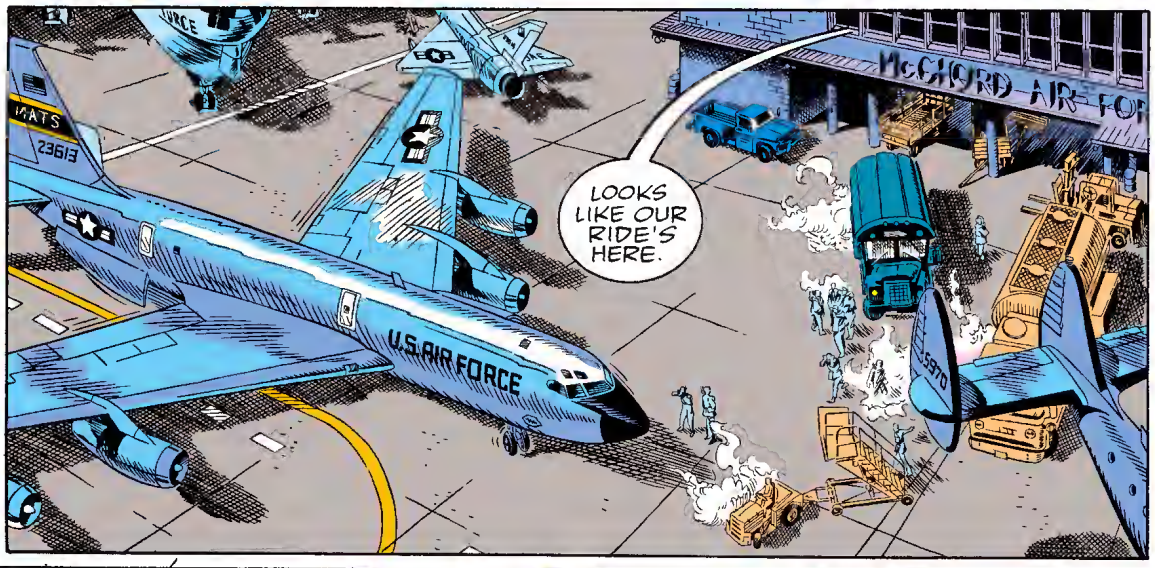
DON'T FORGET YOUR DRAMAMINE!

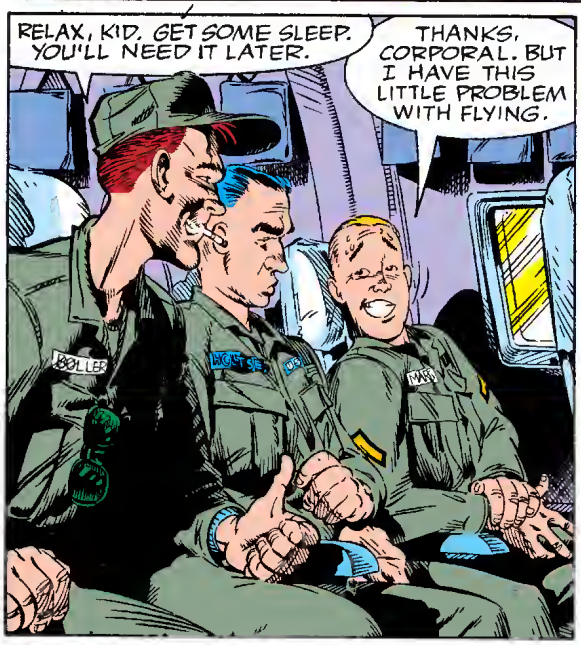
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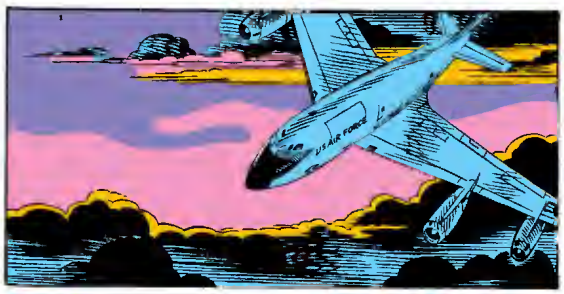

GOT A PROBLEM WITH FLYING, SOLDIER?
I'LL BE OKAY, MA'AM. COULD I HAVE A GLASS OF WATER, PLEASE?
LATER, THE FLIGHT WELL UNDER WAY...
YOU LOOK EXHAUSTED, PRIVATE MARKS. WHY DON'T YOU GET SOME SLEEP AND I'LL WAKE YOU BEFORE WE GET TO SEATAC.
0630 8 JAN. 1966.
ALL RIGHT, YOU WETNOSES. FORM HERE AND LISTEN UP!
FIRST OFF, ALL OF YOU GOT YOUR DOG-TAGS?
ANYONE WITHOUT TAGS--OVER HERE. THE REST OF YOU...
A TO M, OVER THERE WITH SGT. KELLY...
THE REST OF YOU, OVER HERE--COME ON, WAKE UP!
FT LEWIS
VELCOME
TO
FORT
LEWIS

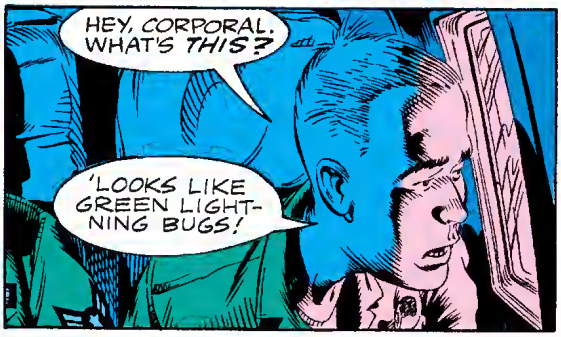

O.K. MARKS, JUST STEP OVER HERE.
THIS'LL ONLY TAKE A MINUTE. YOU'LL NEED THREE SHOTS!
LATER STILL...
ALL RIGHT, YOU GOOFOFFS! FALL OUT WITH ALL YOUR GEAR! I MEAN YOUR FULL BASIC ISSUE! ON THE DOUBLE!
WHAK!
KELLY

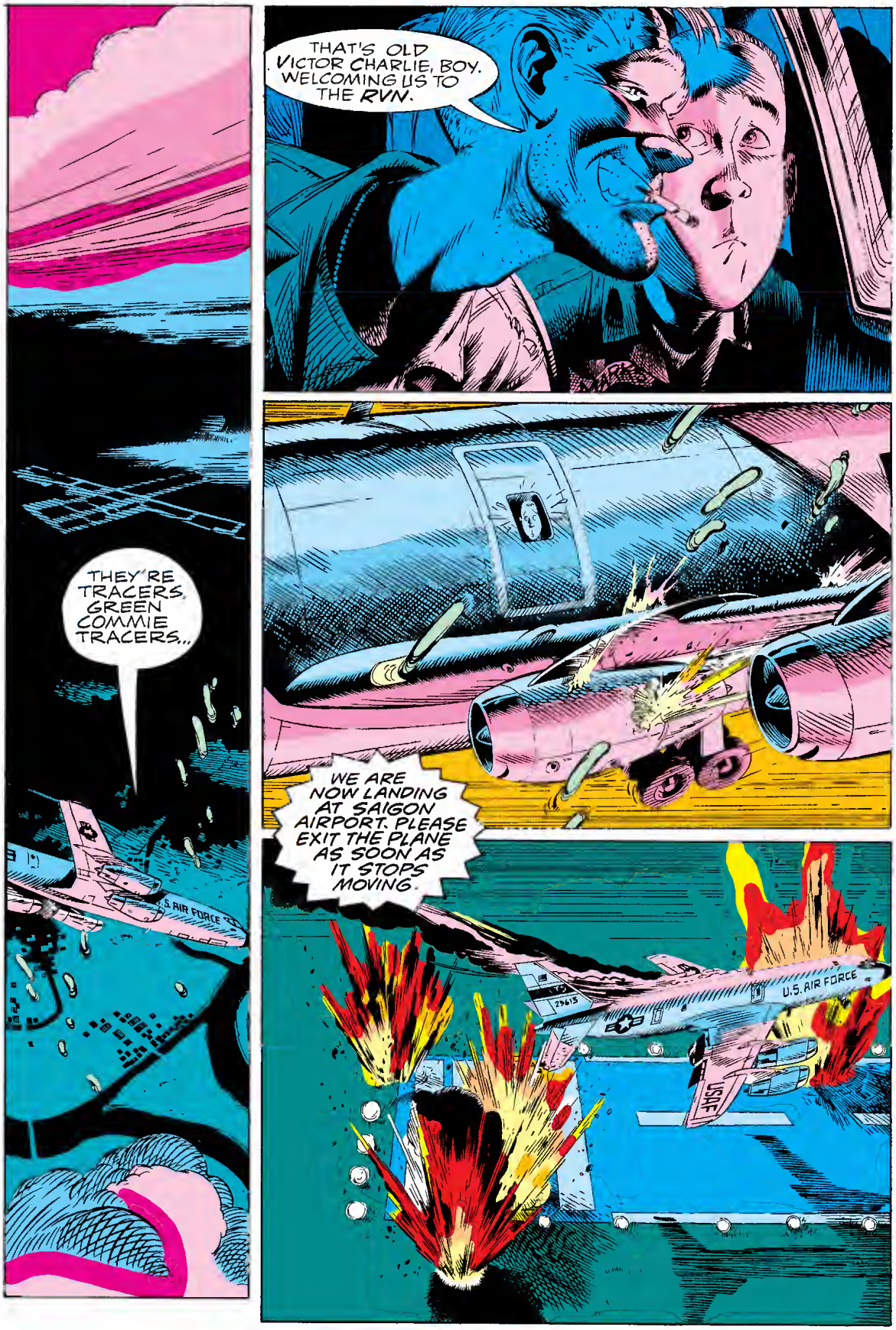

C'MON. ADMIRE YOURSELF LATER. GET A MOVE ON!


MCCHORD AIR FOR
U.S.AIR FORCE
LOOKS LIKE OUR RIDE'S HERE.


RELAX, KID. GET SOME SLEEP. YOU'LL NEED IT LATER.
THANKS, CORPORAL. BUT I HAVE THIS LITTLE PROBLEM WITH FLYING.

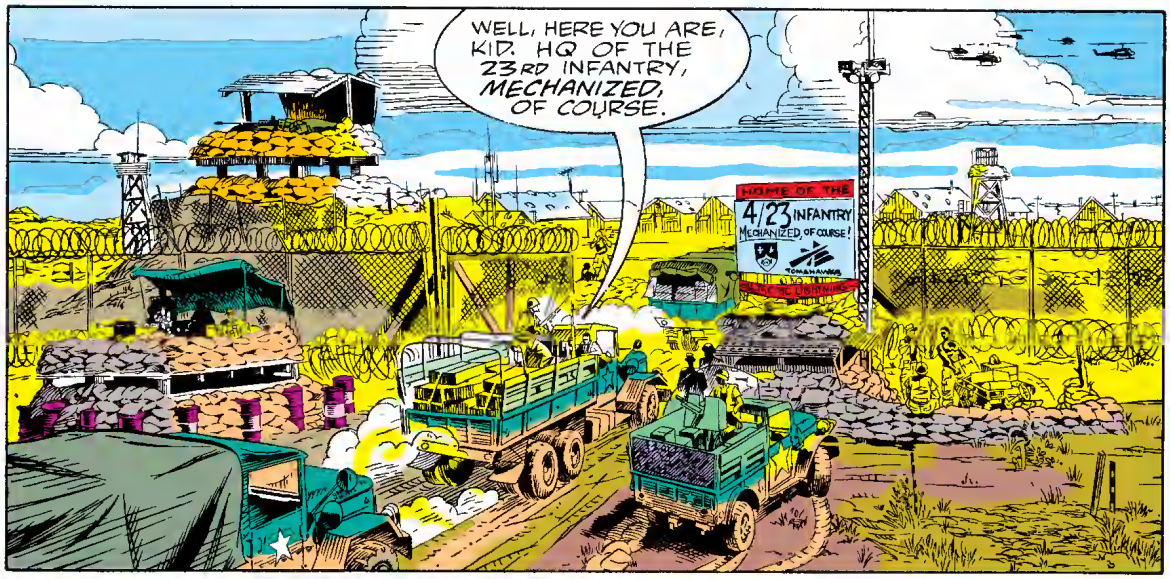



HEY, CORPORAL. WHAT'S THIS?
'LOOKS LIKE GREEN LIGHTNING BUGS!


THAT'S OLD VICTOR CHARLIE, BOY. WELCOMING US TO THE RVN.
THEY'RE TRACERS. GREEN COMMIE TRACERS...
WE ARE NOW LANDING AT SAIGON AIRPORT. PLEASE EXIT THE PLANE AS SOON AS IT STOPS MOVING.
U.S. AIR FORCE
29615
USAF


ALL RIGHT, GET 'EM OUT OF HERE! MOVE THOSE FIRE ENGINES IN!
WELCOME TO THE REPUBLIC OF
U.S.AIR FORCE
IN HERE, BUDDY! I'LL TAKE YOU TO YOUR REPO DEPOT!
MARKS

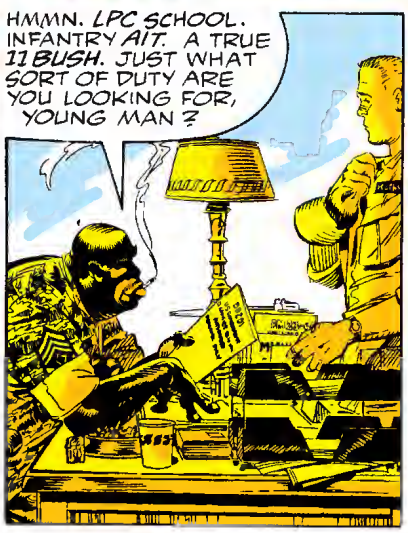

A FEW MINUTES LATER, SAFELY AWAY FROM THE BELEAGUERED AIRSTRIP...
NOW, PRIVATE, YOU TAKE THIS NOW, AND YOU'LL GET ANOTHER TO TAKE IN TWO WEEKS.
REMEMBER, MALARIA PUTS MORE MEN OUT OF ACTION THAN WOUNDS HERE IN SOUTHEAST ASIA.
DIPLOMATS
28
28

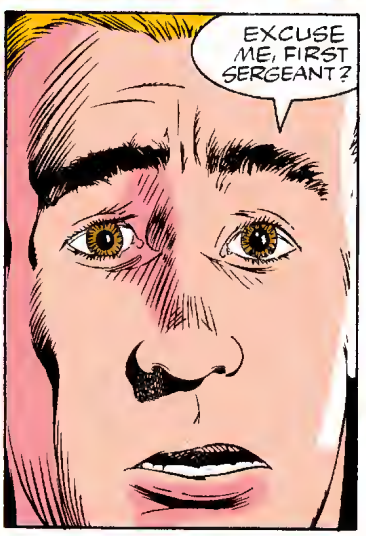

WELL, HERE YOU ARE, KID. HQ OF THE 23RD INFANTRY, MECHANIZED, OF COURSE.
HOME OF THE 4/23 INFANTRY MECHANIZED, OF COURSE!
TOMAHAWKS

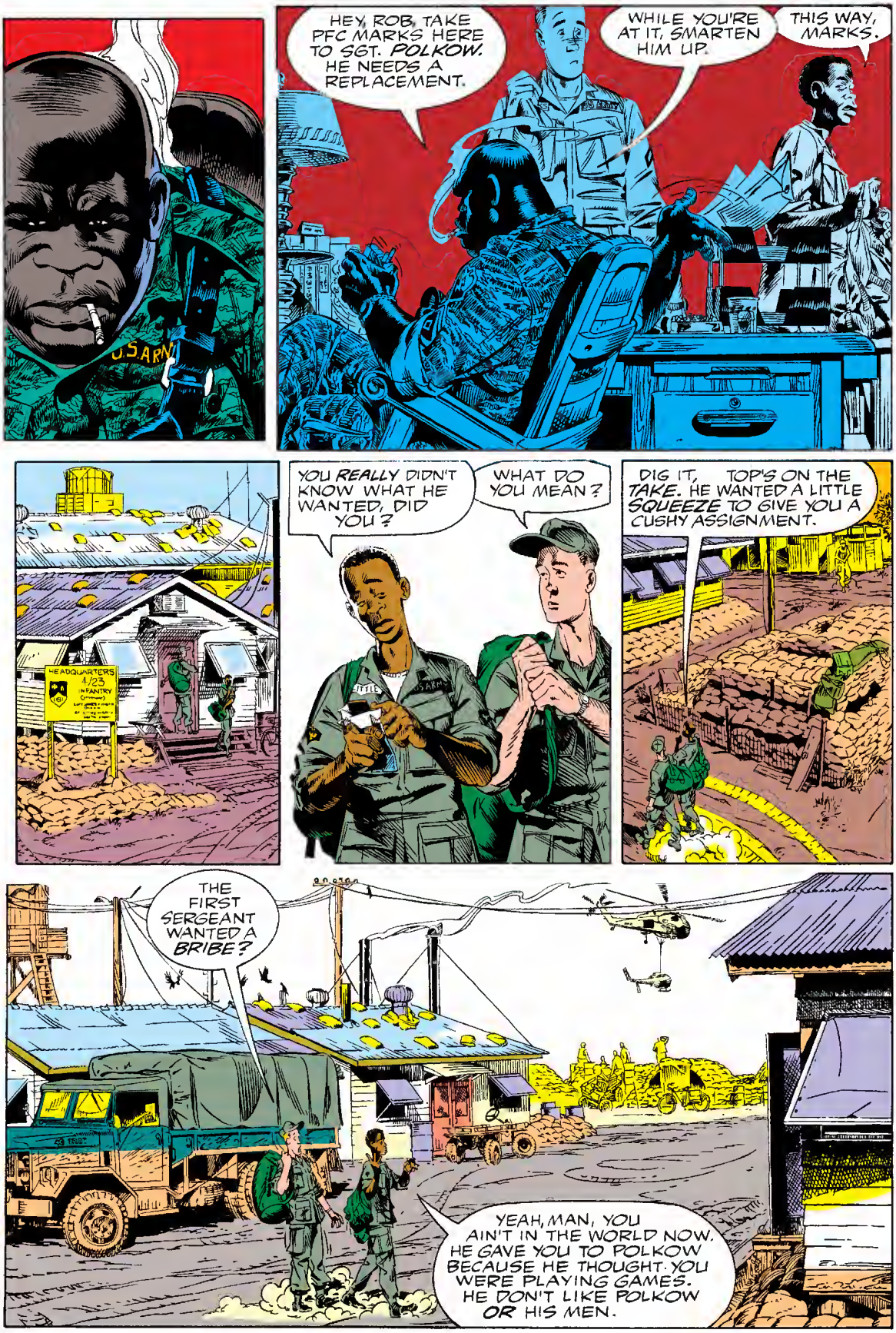

PFC MARKS, REPORTING AS ORDERED.
DD 201
U.S. GOVERNMENT
RESTRICTED
OFFICIAL ONLY

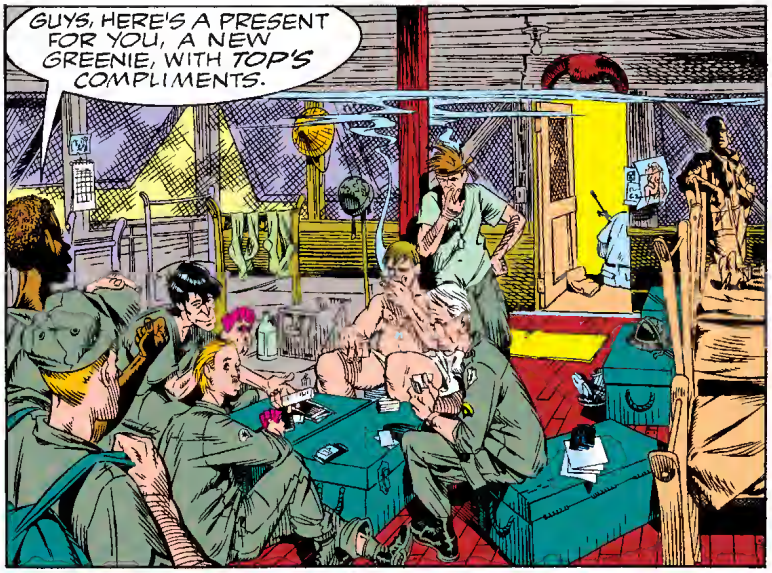

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NOW WHAT HAVE WE HERE?

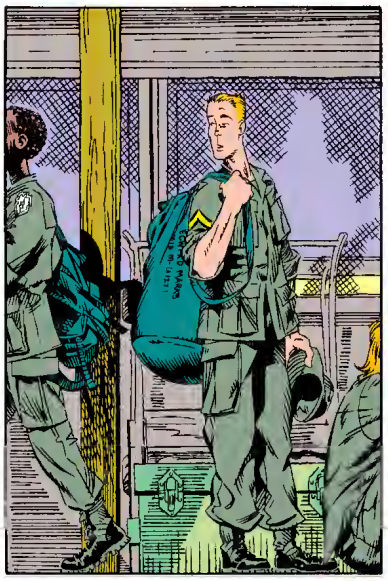

HMMN. LPC SCHOOL. INFANTRY AIT. A TRUE 11 BUSH. JUST WHAT SORT OF DUTY ARE YOU LOOKING FOR, YOUNG MAN?


EXCUSE ME, FIRST SERGEANT?

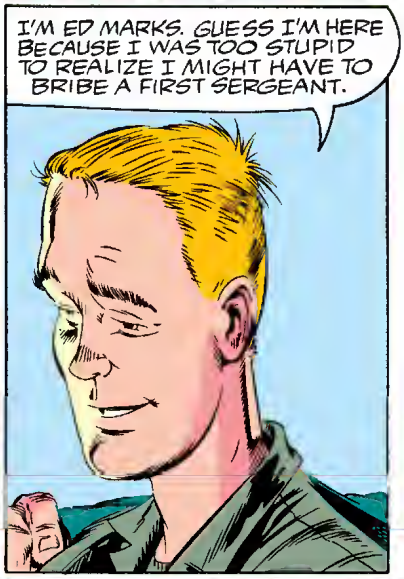

U.S.ARMY
HEY, ROB, TAKE PFC MARKS HERE TO SGT. POLKOW. HE NEEDS A REPLACEMENT.
WHILE YOU'RE AT IT, SMARTEN HIM UP.
THIS WAY, MARKS.
HEADQUARTERS 4/23 INFANTRY
YOU REALLY DIDN'T KNOW WHAT HE WANTED, DID YOU?
WHAT DO YOU MEAN?
DIG IT, TOP'S ON THE TAKE. HE WANTED A LITTLE SQUEEZE TO GIVE YOU A CUSHY ASSIGNMENT.
THE FIRST SERGEANT WANTED A BRIBE?
YEAH, MAN, YOU AIN'T IN THE WORLD NOW. HE GAVE YOU TO POLKOW BECAUSE HE THOUGHT YOU WERE PLAYING GAMES. HE DON'T LIKE POLKOW OR HIS MEN.


GUYS, HERE'S A PRESENT FOR YOU, A NEW GREENIE, WITH TOP'S COMPLIMENTS.

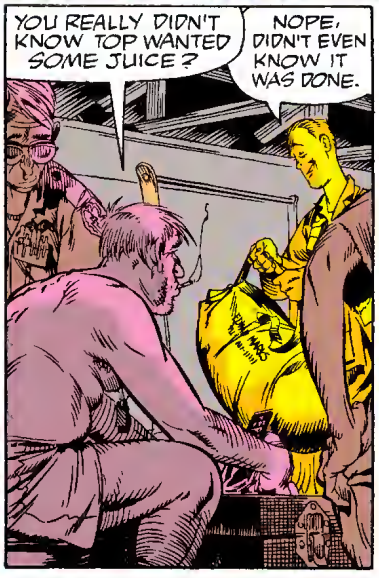

HERE YOU GO. ANOTHER GIFT FROM TOP--THOUGH HE'LL NEVER KNOW.
Baby Ruth
PAYDAY



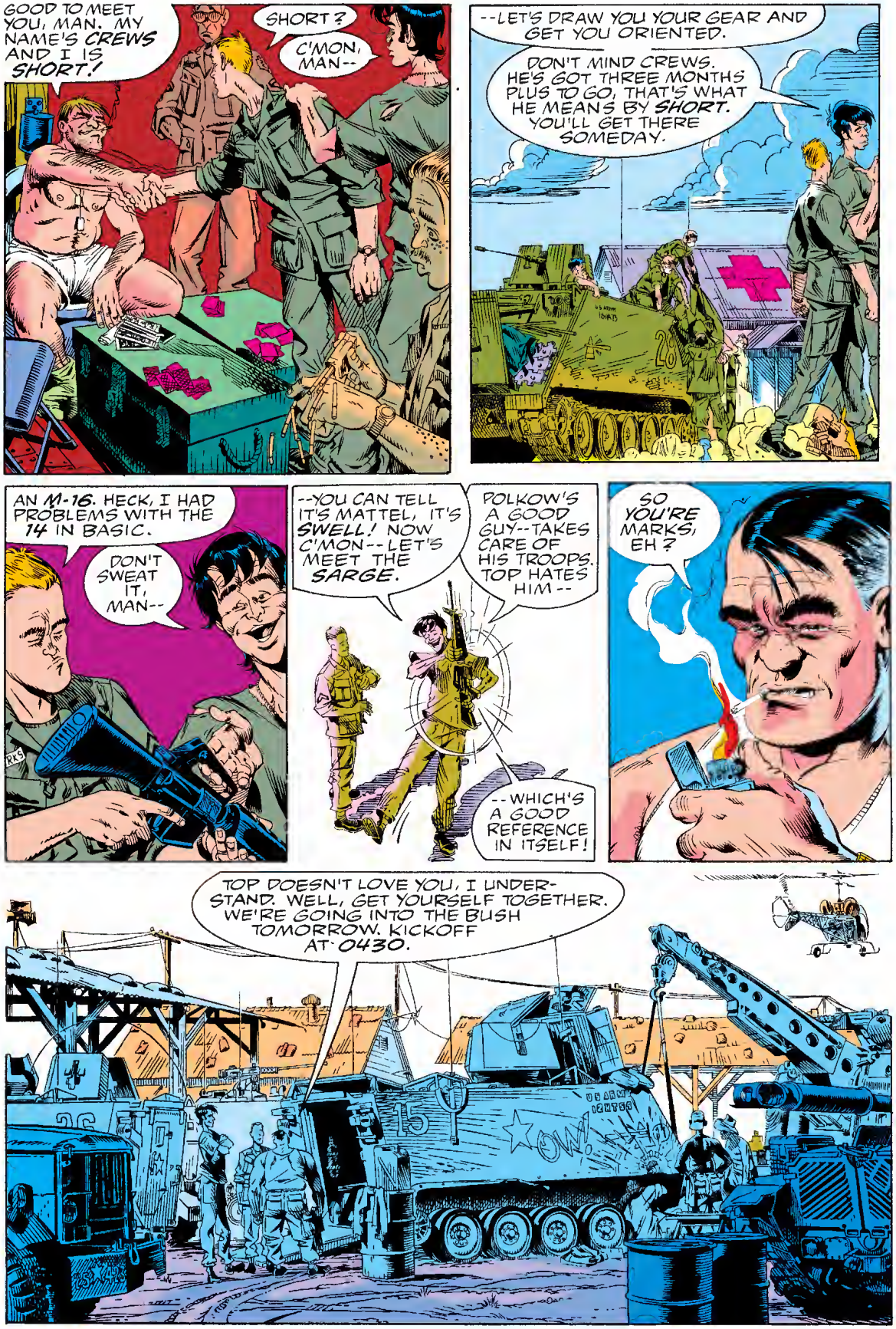


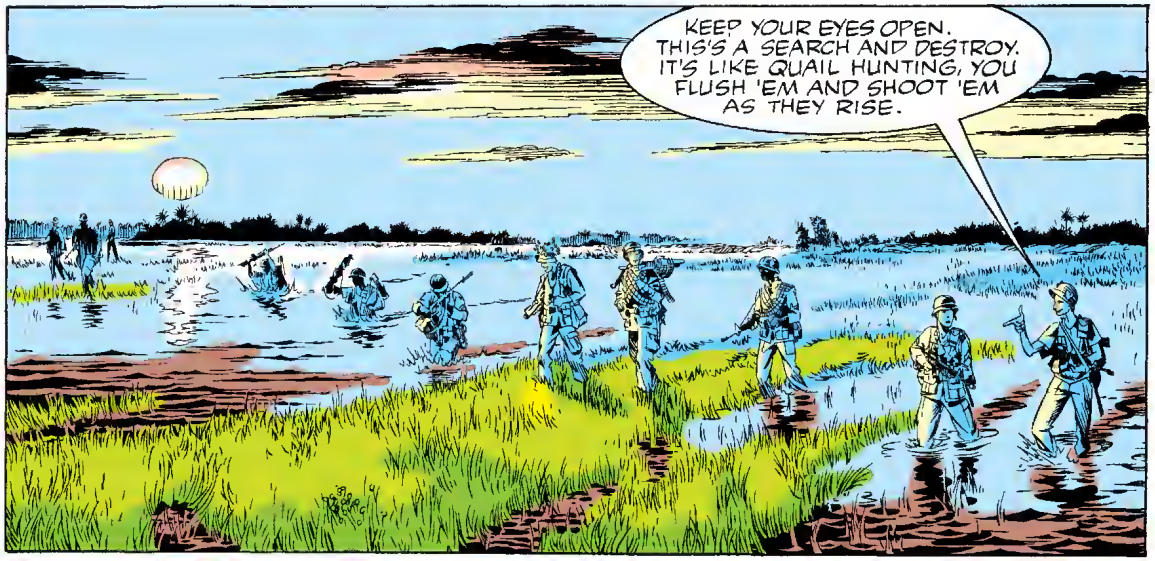

I'M ED MARKS. GUESS I'M HERE BECAUSE I WAS TOO STUPID TO REALIZE I MIGHT HAVE TO BRIBE A FIRST SERGEANT.


HI! I'M MIKE ALBERGO. THAT BUNK OVER THERE'S EMPTY.
WHY DON'T YOU DROP YOUR BAG BEFORE YOUR SHOULDER FALLS OFF?


YOU REALLY DIDN'T KNOW TOP WANTED SOME JUICE?
NOPE, DIDN'T EVEN KNOW IT WAS DONE.

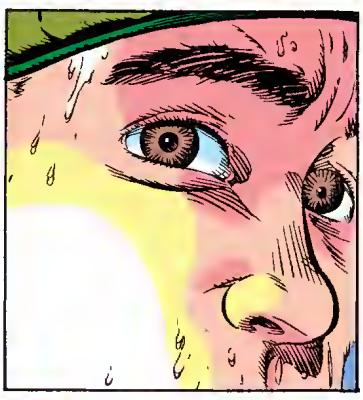

YEAH, THE PERFECT RE-PLACEMENT. GREEN AS GRASS AND JUST STUPID ENOUGH TO FIT IN.
WELCOME TO THE JEWEL OF SOUTHEAST ASIA.

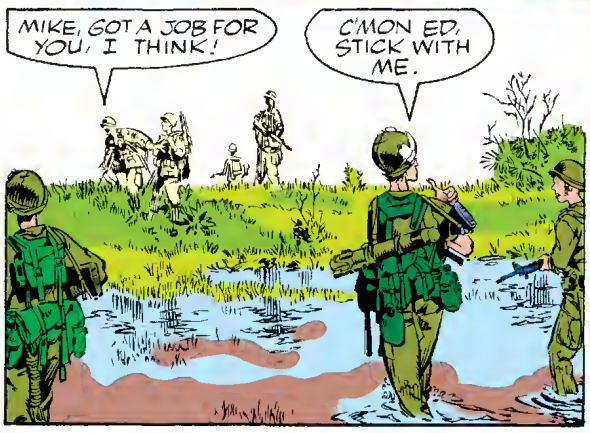

GOOD TO MEET YOU, MAN. MY NAME'S CREWS AND I IS SHORT!
SHORT?
C'MON, MAN--
--LET'S DRAW YOU YOUR GEAR AND GET YOU ORIENTED.
DON'T MIND CREWS. HE'S GOT THREE MONTHS PLUS TO GO, THAT'S WHAT HE MEANS BY SHORT. YOU'LL GET THERE SOMEDAY.
AN M-16. HECK, I HAD PROBLEMS WITH THE 14 IN BASIC.
DON'T SWEAT IT, MAN--
--YOU CAN TELL IT'S MATTEL, IT'S SWELL! NOW C'MON--LET'S MEET THE SARGE.
POLKOW'S A GOOD GUY--TAKES CARE OF HIS TROOPS. TOP HATES HIM--
--WHICH'S A GOOD REFERENCE IN ITSELF!
SO YOU'RE MARKS, EH?
TOP DOESN'T LOVE YOU, I UNDERSTAND. WELL, GET YOURSELF TOGETHER. WE'RE GOING INTO THE BUSH TOMORROW. KICKOFF AT 0430.

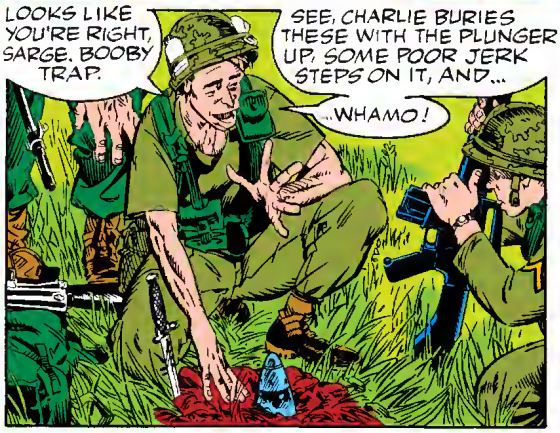

KEEP YOUR EYES OPEN. THIS'S A SEARCH AND DESTROY. IT'S LIKE QUAIL HUNTING, YOU FLUSH 'EM AND SHOOT 'EM AS THEY RISE.

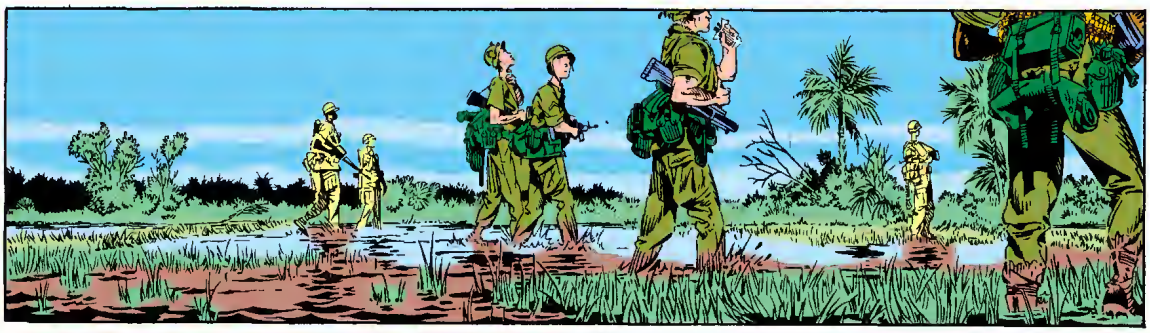


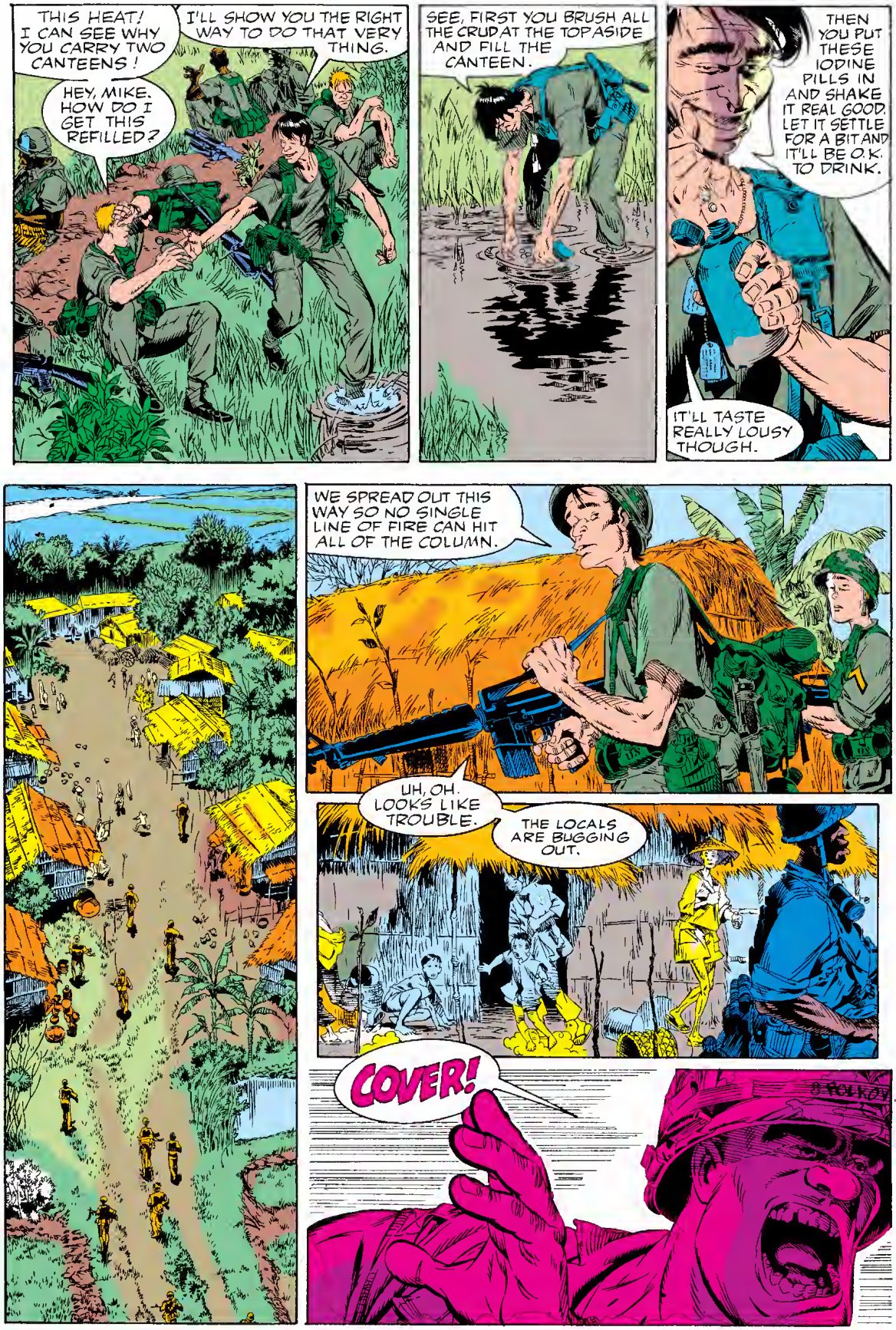


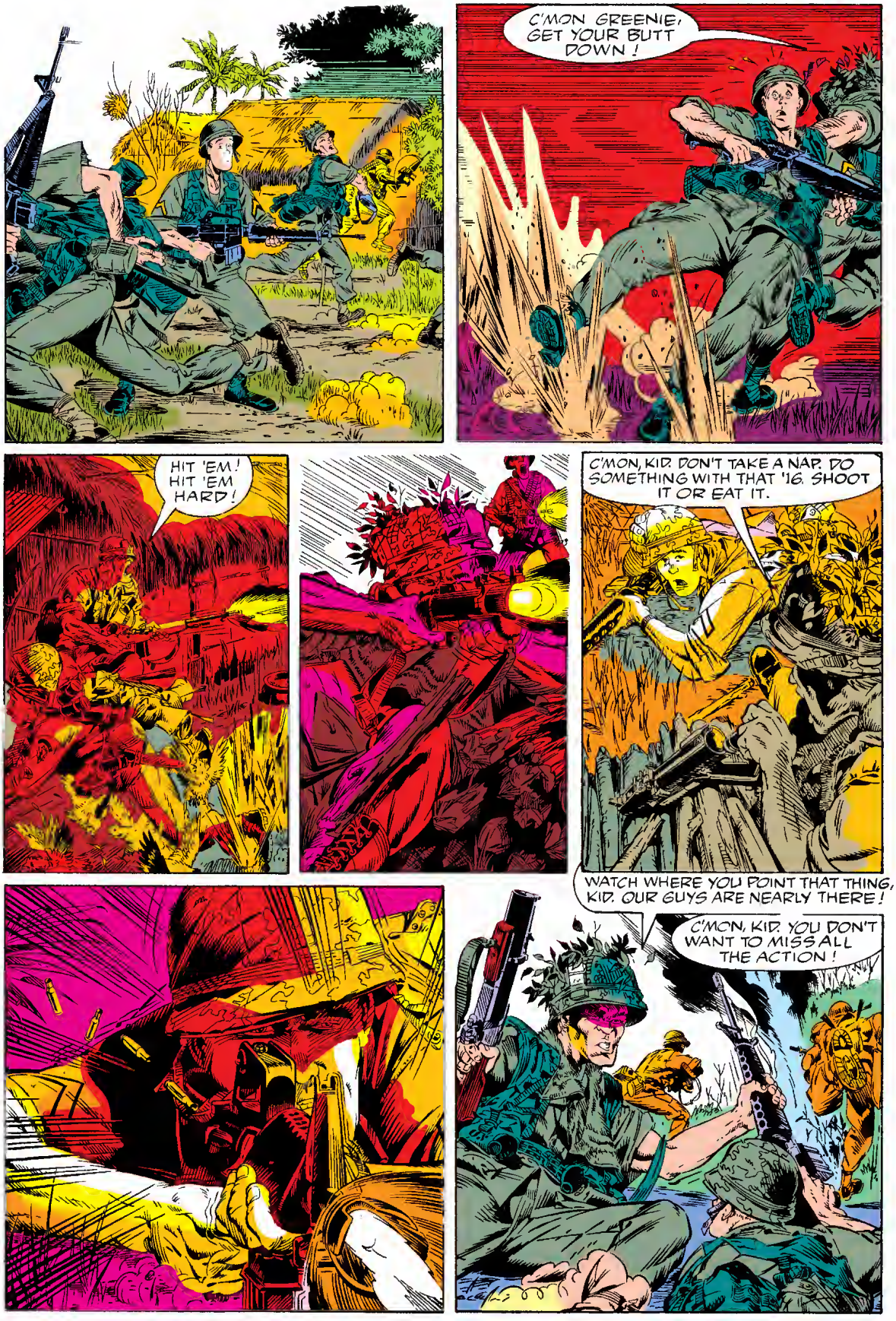


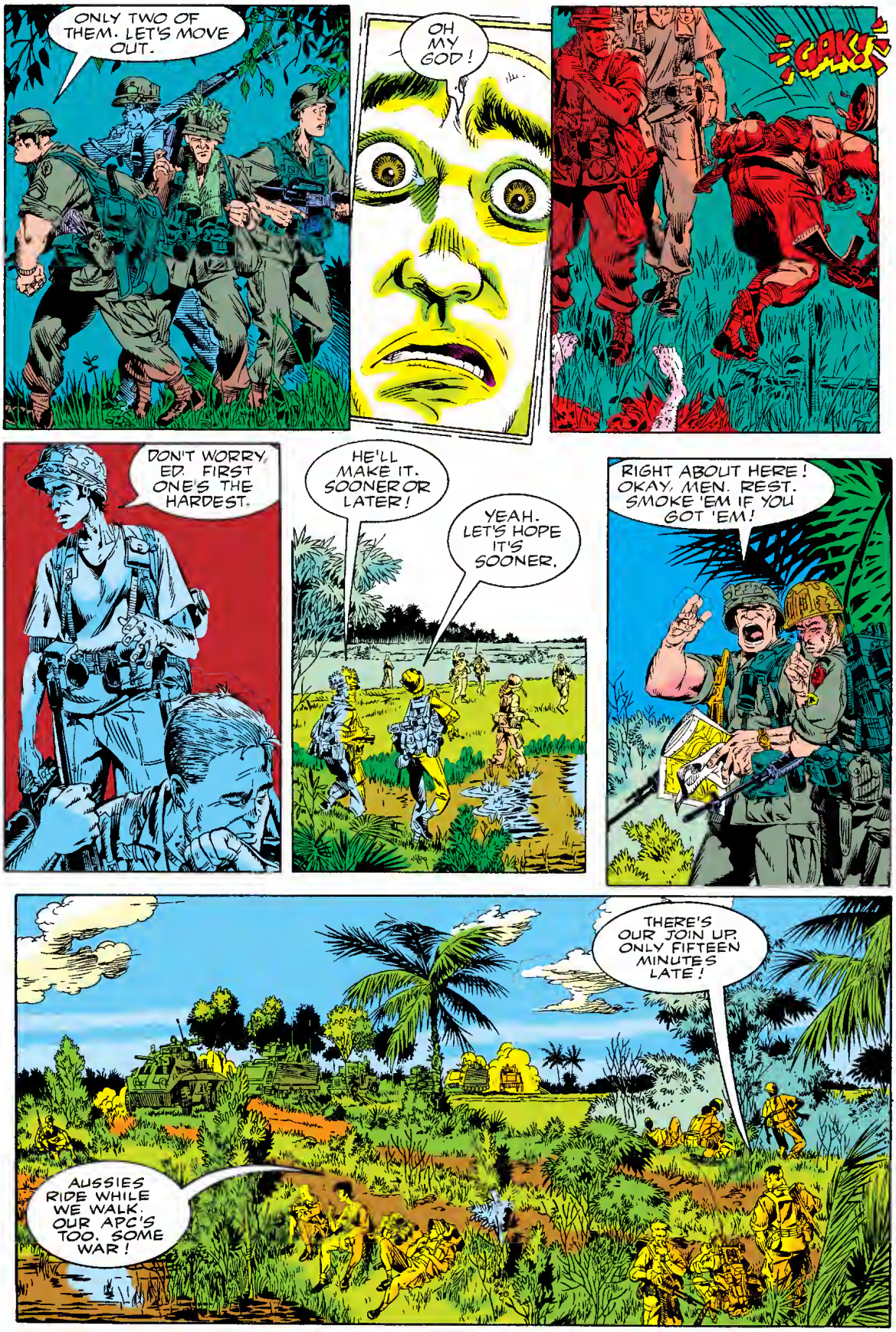

MIKE, GOT A JOB FOR YOU, I THINK!
C'MON ED, STICK WITH ME.

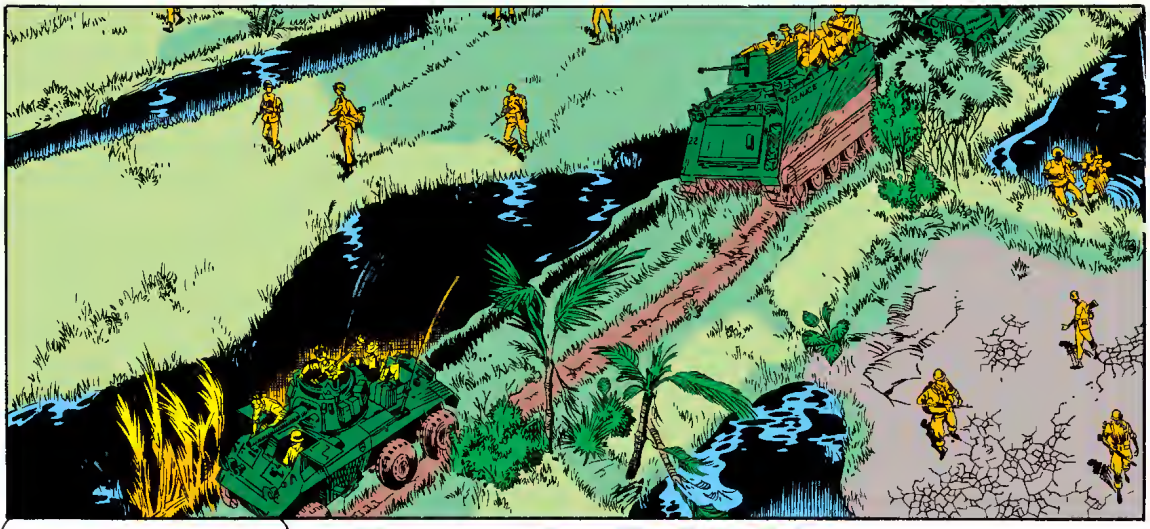

LOOKS LIKE YOU'RE RIGHT, SARGE. BOOBY TRAP.
SEE, CHARLIE BURIES THESE WITH THE PLUNGER UP. SOME POOR JERK STEPS ON IT, AND...
...WHAMO!

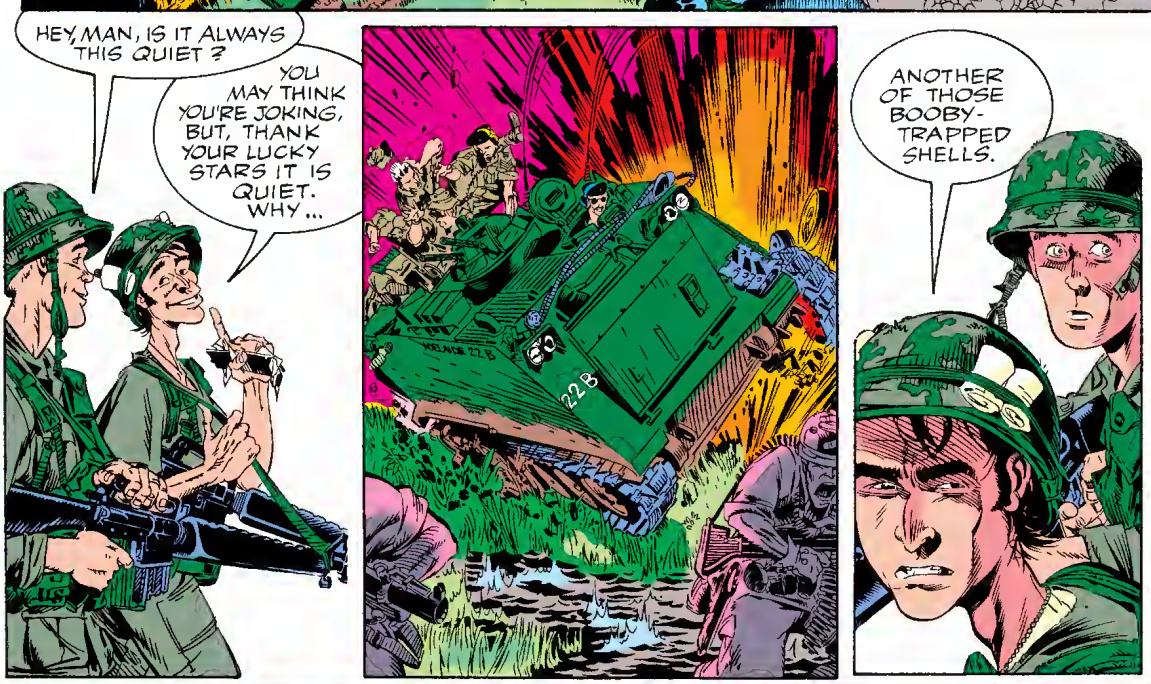


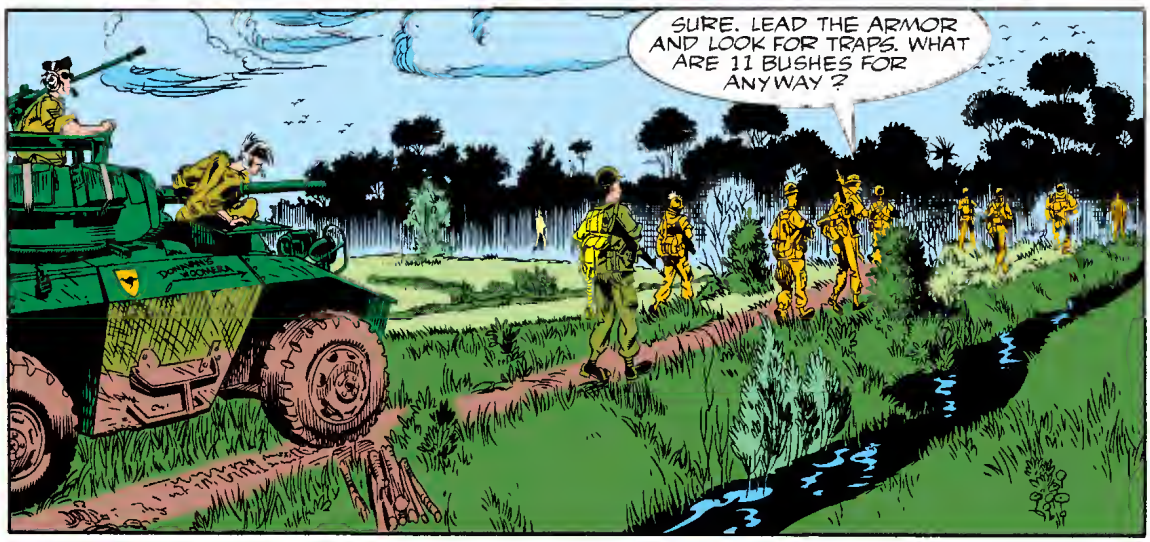

THIS HEAT! I CAN SEE WHY YOU CARRY TWO CANTEENS!
I'LL SHOW YOU THE RIGHT WAY TO DO THAT VERY THING.
HEY, MIKE. HOW DO I GET THIS REFILLED?
SEE, FIRST YOU BRUSH ALL THE CRUD AT THE TOPASIDE AND FILL THE CANTEEN.
THEN YOU PUT THESE IODINE PILLS IN AND SHAKE IT REAL GOOD. LET IT SETTLE FOR A BIT AND IT'LL BE O.K. TO DRINK.
IT'LL TASTE REALLY LOUSY THOUGH.
WE SPREAD OUT THIS WAY SO NO SINGLE LINE OF FIRE CAN HIT ALL OF THE COLUMN.
UH, OH. LOOKS LIKE TROUBLE.
THE LOCALS ARE BUGGING OUT.
COVER!

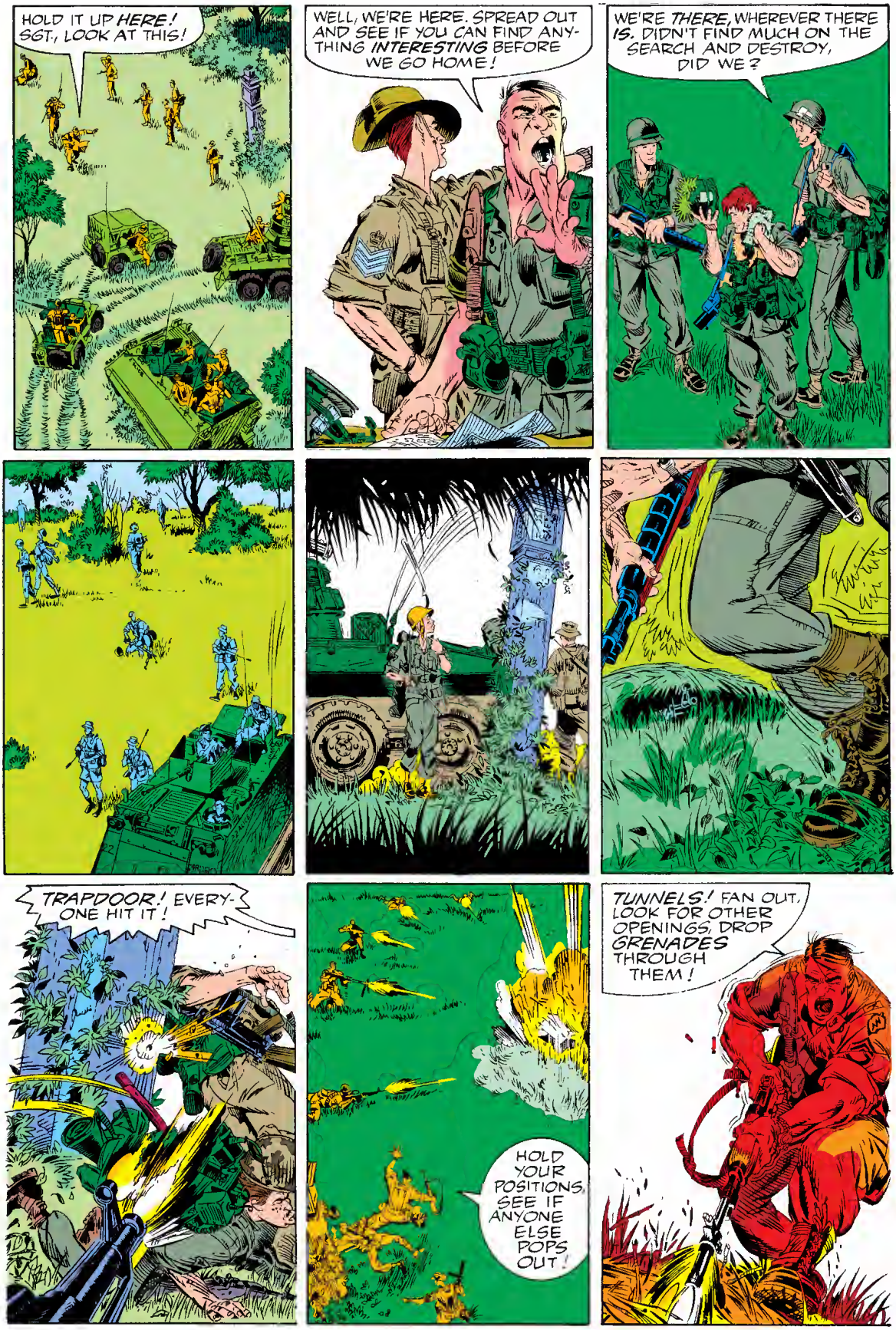

C'MON GREENIE, GET YOUR BUTT DOWN!
HIT 'EM! HIT 'EM HARD!
C'MON, KID. DON'T TAKE A NAP. DO SOMETHING WITH THAT '16. SHOOT IT OR EAT IT.
WATCH WHERE YOU POINT THAT THING, KID. OUR GUYS ARE NEARLY THERE!
C'MON, KID. YOU DON'T WANT TO MISS ALL THE ACTION!

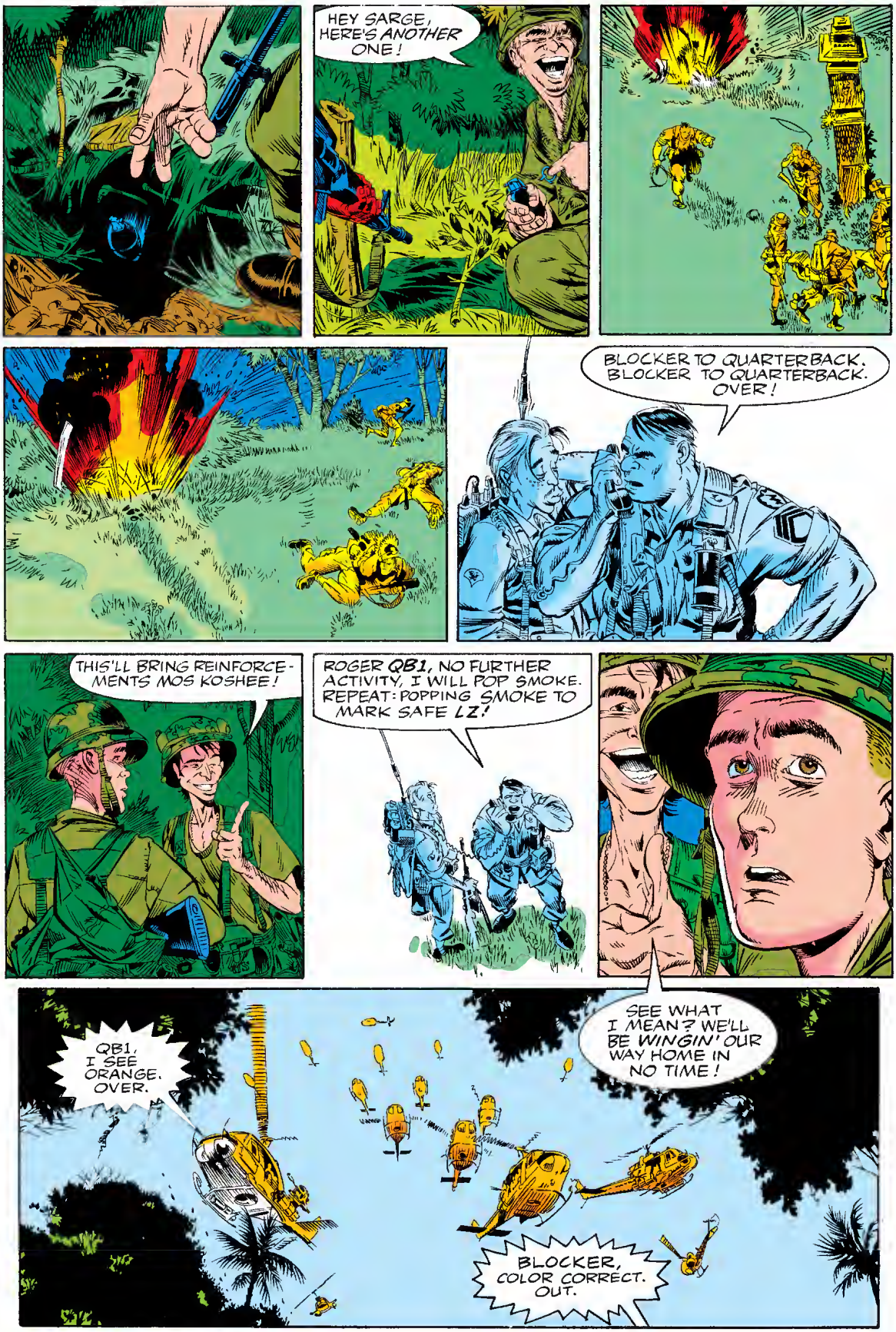

ONLY TWO OF THEM. LET'S MOVE OUT.
OH MY GOD!
GAK!
DON'T WORRY, ED. FIRST ONE'S THE HARDEST.
HE'LL MAKE IT. SOONER OR LATER!
YEAH. LET'S HOPE IT'S SOONER.
RIGHT ABOUT HERE! OKAY, MEN. REST. SMOKE 'EM IF YOU GOT 'EM!
THERE'S OUR JOIN UP. ONLY FIFTEEN MINUTES LATE!
AUSSIES RIDE WHILE WE WALK. OUR APC'S TOO. SOME WAR!

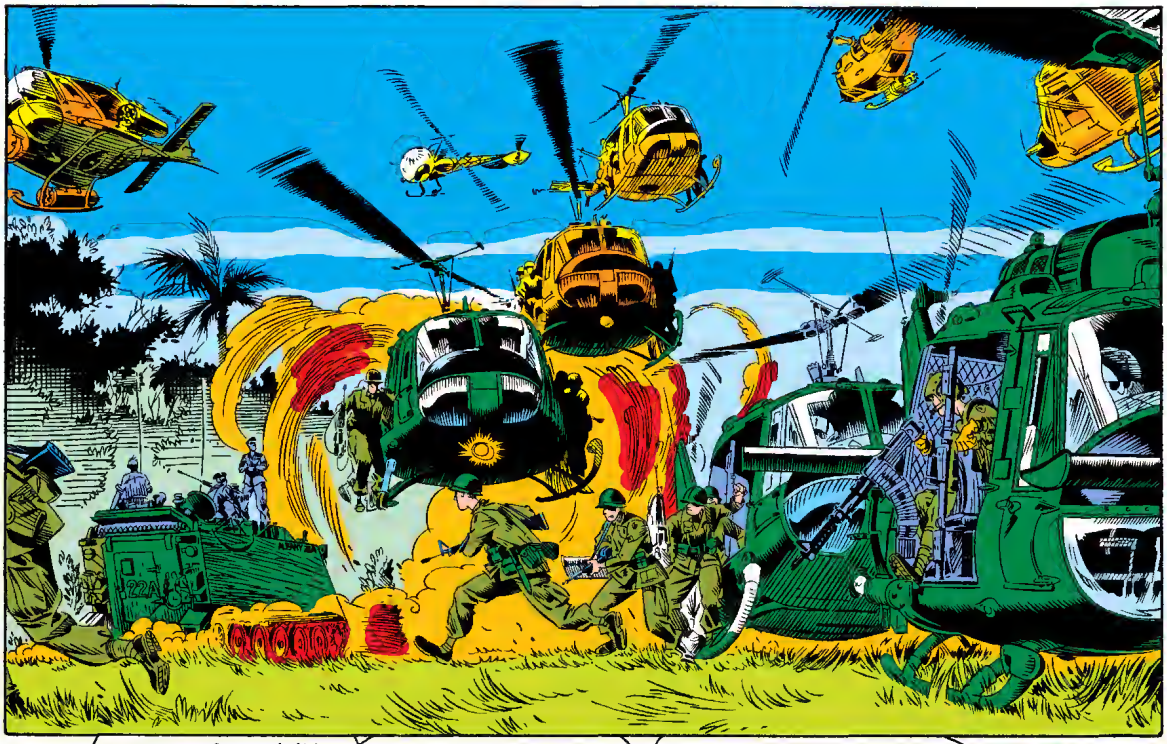


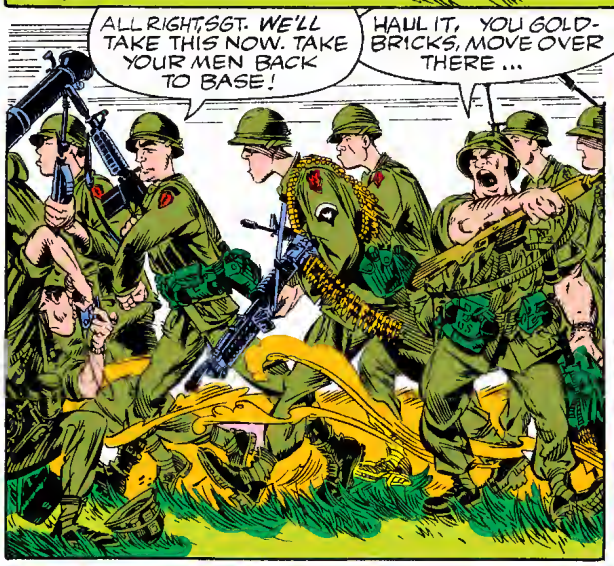

HEY, MAN, IS IT ALWAYS THIS QUIET?
YOU MAY THINK YOU'RE JOKING, BUT, THANK YOUR LUCKY STARS IT IS QUIET. WHY...
22B
ANOTHER OF THOSE BOOBY-TRAPPED SHELLS.


SURE. LEAD THE ARMOR AND LOOK FOR TRAPS. WHAT ARE 11 BUSHES FOR ANYWAY?

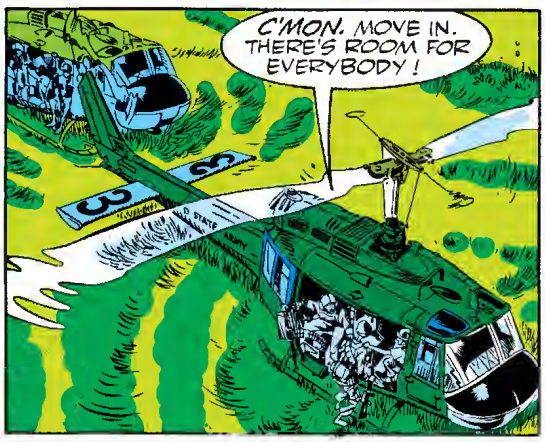

HOLD IT UP HERE! SGT., LOOK AT THIS!
WELL, WE'RE HERE. SPREAD OUT AND SEE IF YOU CAN FIND ANYTHING INTERESTING BEFORE WE GO HOME!
WE'RE THERE, WHEREVER THERE IS. DIDN'T FIND MUCH ON THE SEARCH AND DESTROY, DID WE?
TRAPDOOR! EVERYONE HIT IT!
HOLD YOUR POSITIONS, SEE IF ANYONE ELSE POPS OUT!
TUNNELS! FAN OUT, LOOK FOR OTHER OPENINGS, DROP GRENADES THROUGH THEM!

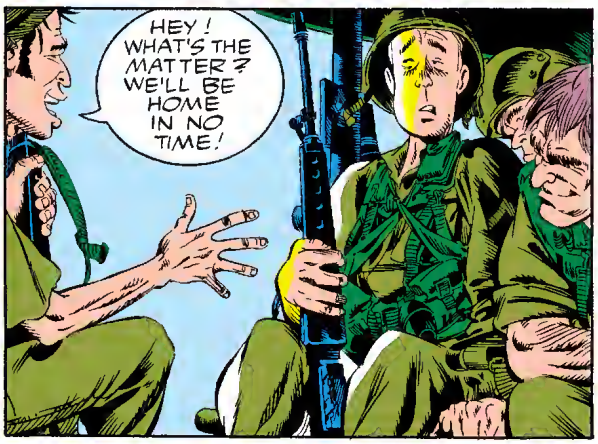

HEY SARGE, HERE'S ANOTHER ONE!
BLOCKER TO QUARTERBACK. BLOCKER TO QUARTERBACK. OVER!
THIS'LL BRING REINFORCE-MENTS MOS KOSHEE!
ROGER QB1, NO FURTHER ACTIVITY, I WILL POP SMOKE. REPEAT: POPPING SMOKE TO MARK SAFE LZ!
QB1, I SEE ORANGE. OVER.
SEE WHAT I MEAN? WE'LL BE WINGIN' OUR WAY HOME IN NO TIME!
BLOCKER, COLOR CORRECT. OUT.

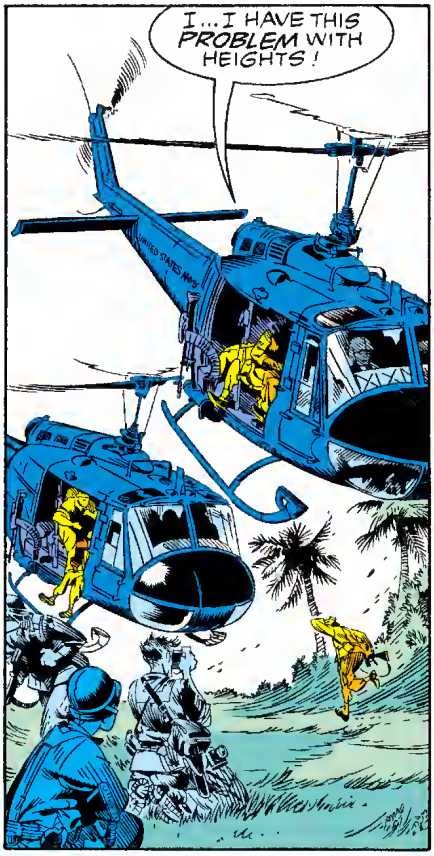


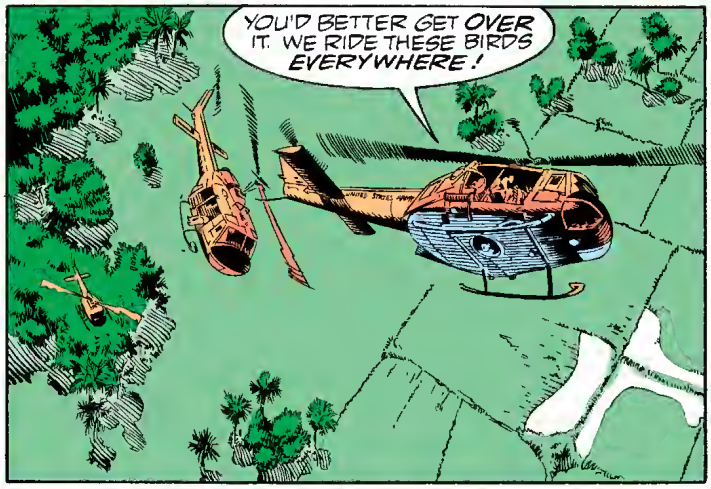

ALL RIGHT, SGT. WE'LL TAKE THIS NOW. TAKE YOUR MEN BACK TO BASE!
HAUL IT, YOU GOLD-BRICKS, MOVE OVER THERE ...

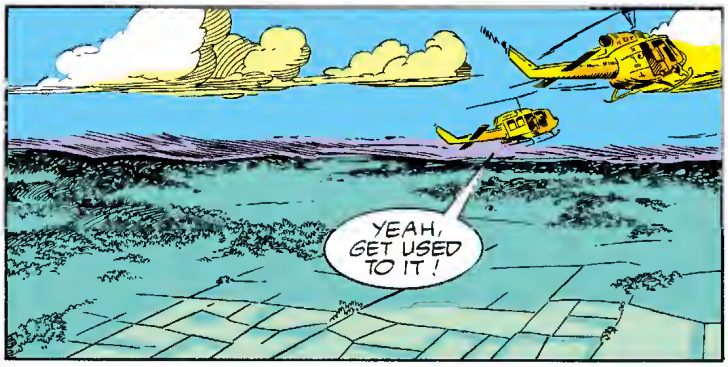

WE'RE HITCHIN' A RIDE HOME -- CLIMB ABOARD.


C'MON. MOVE IN. THERE'S ROOM FOR EVERYBODY!

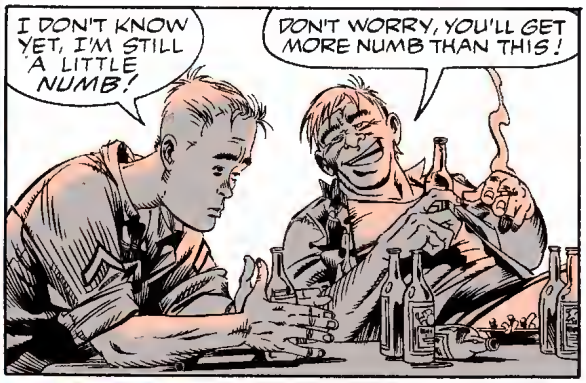

HEY! WHAT'S THE MATTER? WE'LL BE HOME IN NO TIME!

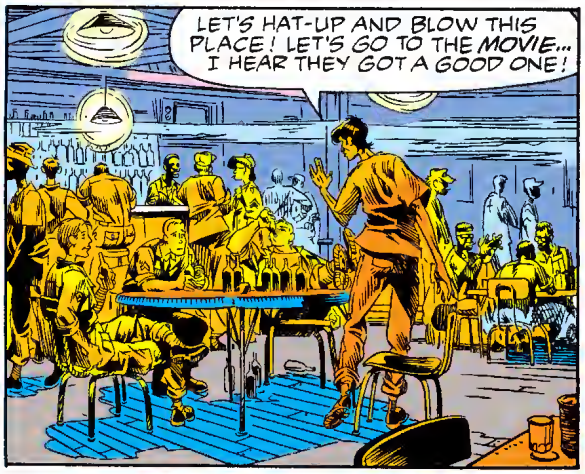

I...I HAVE THIS PROBLEM WITH HEIGHTS!

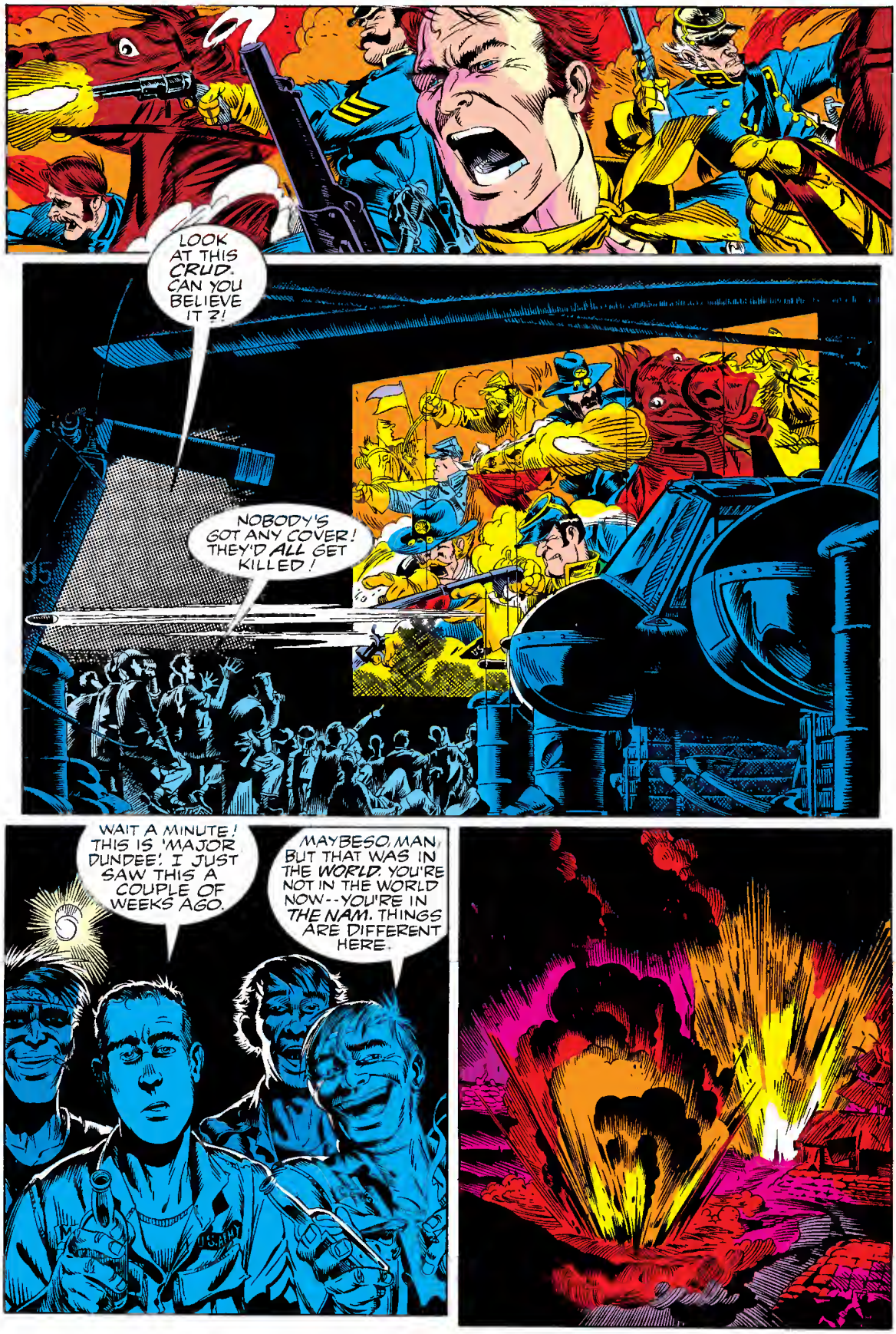

YOU'D BETTER GET OVER IT. WE RIDE THESE BIRDS EVERYWHERE!


YEAH, GET USED TO IT!


LATER...
WELL, BOY, YOU MADE IT. YOU'VE HAD YOUR FIRST TASTE OF COMBAT! YOU'RE A VET! HOW DOES IT FEEL?
HOME OF THE
4/23 INFANTRY
MECHANIZED, OF COURSE
TOMAHAWKS


I DON'T KNOW YET, I'M STILL A LITTLE NUMB!
DON'T WORRY, YOU'LL GET MORE NUMB THAN THIS!


LET'S HAT-UP AND BLOW THIS PLACE! LET'S GO TO THE MOVIE... I HEAR THEY GOT A GOOD ONE!


LOOK AT THIS CRUD. CAN YOU BELIEVE IT?!
NOBODY'S GOT ANY COVER! THEY'D ALL GET KILLED!
WAIT A MINUTE! THIS IS 'MAJOR DUNDEE'! I JUST SAW THIS A COUPLE OF WEEKS AGO.
MAYBE SO, MAN, BUT THAT WAS IN THE WORLD. YOU'RE NOT IN THE WORLD NOW--YOU'RE IN THE NAM. THINGS ARE DIFFERENT HERE.


VC ARE ROCKETING THE BASE AGAIN!
WHO CARES? THEY'RE TOO FAR AWAY TO REACH US. ENJOY THE FILM!
WHAT IF THEY SHOOT THIS WAY?


THEY WON'T SHOOT THIS WAY, ED. THEN THEY'D MISS THE MOVIE, TOO!
CHARLIE DON'T GET NO R & R.
MARK
U.S


MARK








OH! I SEE. DIFFERENT HERE. I JUST HAVE TO GET USED TO THAT.

LARRY HAMA: editor — PAT REDDING: assistant editor
% MARVEL COMICS GROUP-387 Park Avenue South-New York, New York-10016
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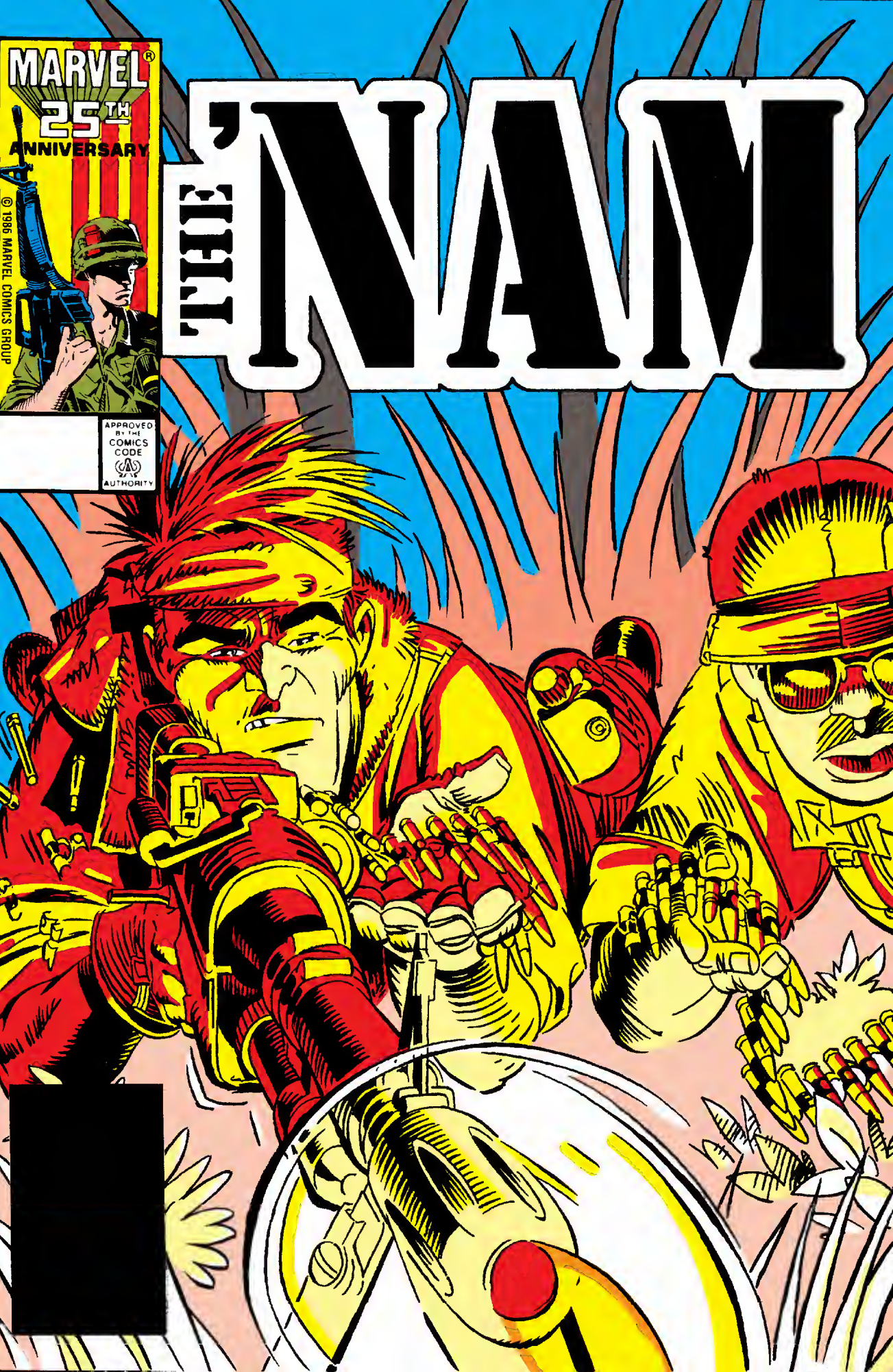
INCOMING

The 'NAM is the real thing—or at least as close to the real thing as we can get—in a newsstand comic bearing the Comics Code seal. Every action, every fire fight is based on fact. That doesn't mean that the 23rd Infantry was in every action we show—it does mean that, in February of 1966, a contingent of U.S. Infantry met with a mechanized group of Aussie Infantry and together they discovered a Viet Cong tunnel system, just as shown in issue #1.

Furthermore, the events in the 'Nam happen in real time. When thirty days pass for the reader, thirty days also pass for the characters in the story. When a full year—12 issues—have gone by of the 'Nam, characters introduced in issue #1 will all have rotated back to the states, just like in the real world.

Yes, we had to make some compromises. The real language used by soldiers in the field can be quite raw. The most common appellation for a new troop was not "greenie." The word itself was printable, but the explanation gets a bit touchy. We all know that General McAuliffe didn't really say "nuts" to the German commander at Bastogne . . .

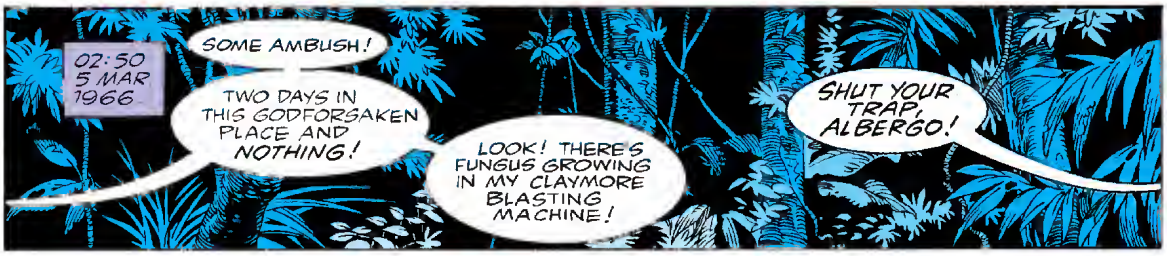
Now, I can't promise that we will show everything, every action that everyone's father or brother ever took part in during the Viet Nam War. But I will promise that we will show, in basic terms, what the War was really like for those who fought in it.


MARVEL
25TH
ANNIVERSARY
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THE 'NAM

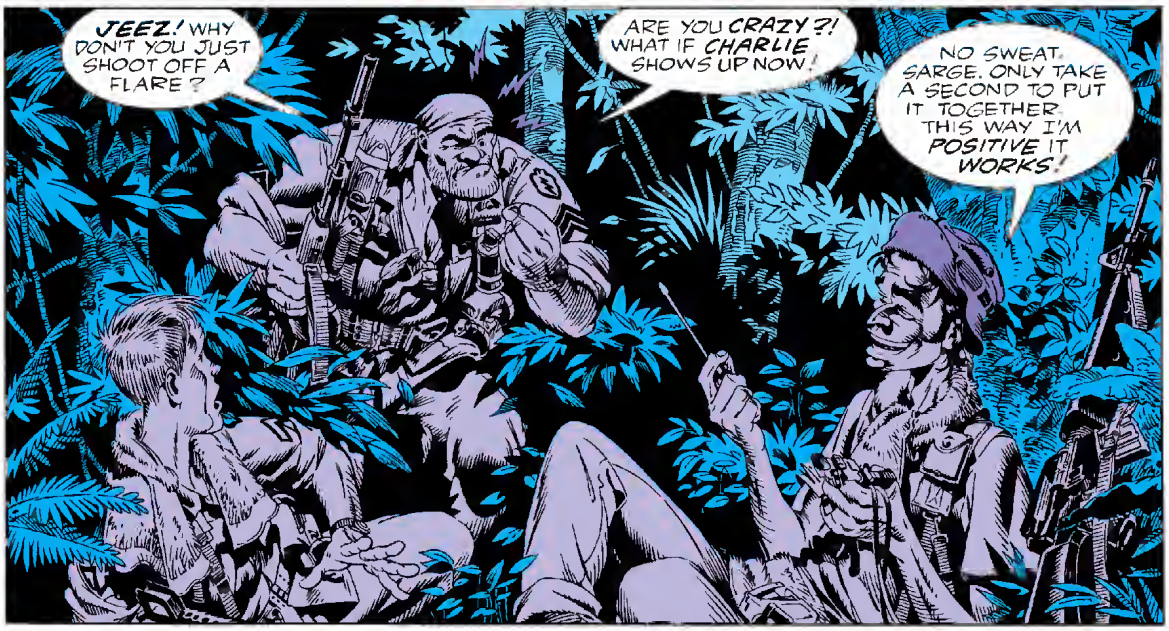
Stan Lee PRESENTS:

THE 'NAM ™

DOUG MURRAY ..... WRITER.
MICHAEL GOLDEN ..... PENCILER.
ARMANDO GIL ..... INKER.
PHIL FELIX ..... LETTERER AND COLORIST.
LARRY HAMA ..... EDITOR.
JAMES SHOOTER ..... EDITOR IN CHIEF.



"DUSTOFF"



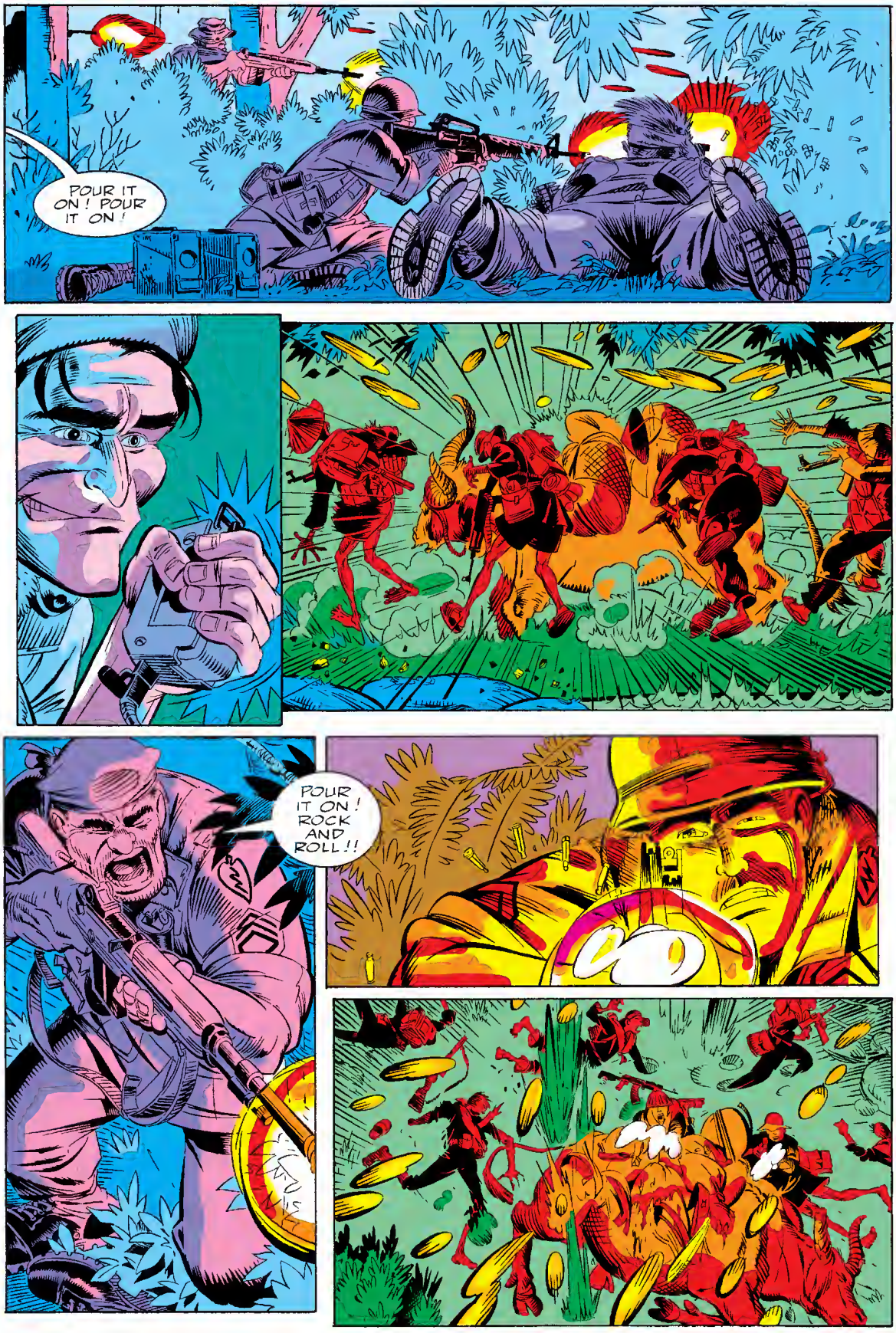


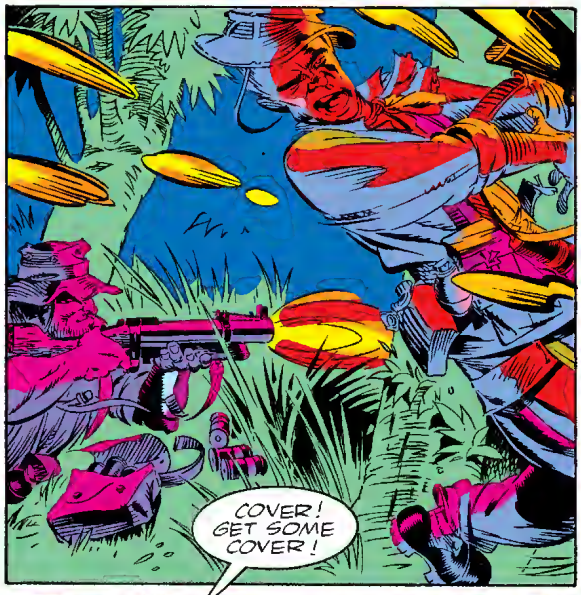
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WHAT WAS THAT?

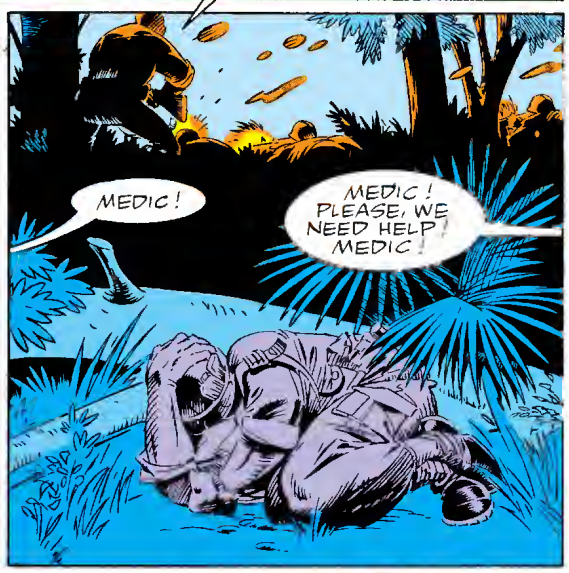

MIKE, GET THE CLAYMORES READY!
STEADY, WHEN I SAY!!
STEADY, NOT UNTIL THEY'RE CLOSER!
ANY SECOND NOW!
STEADY! ANY MOMENT NOW!


NOW! FIRE! OPEN FIRE!
FIRE!
CHOP 'EM DOWN! CHOP 'EM DOWN!


POUR IT ON! POUR IT ON!
POUR IT ON! ROCK AND ROLL!!

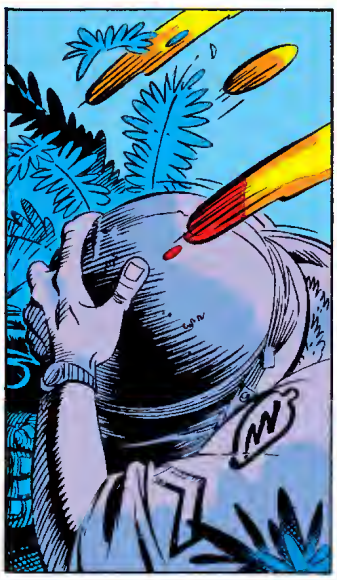

COVER! GET SOME COVER!




MEDIC!
MEDIC! PLEASE, WE NEED HELP! MEDIC!

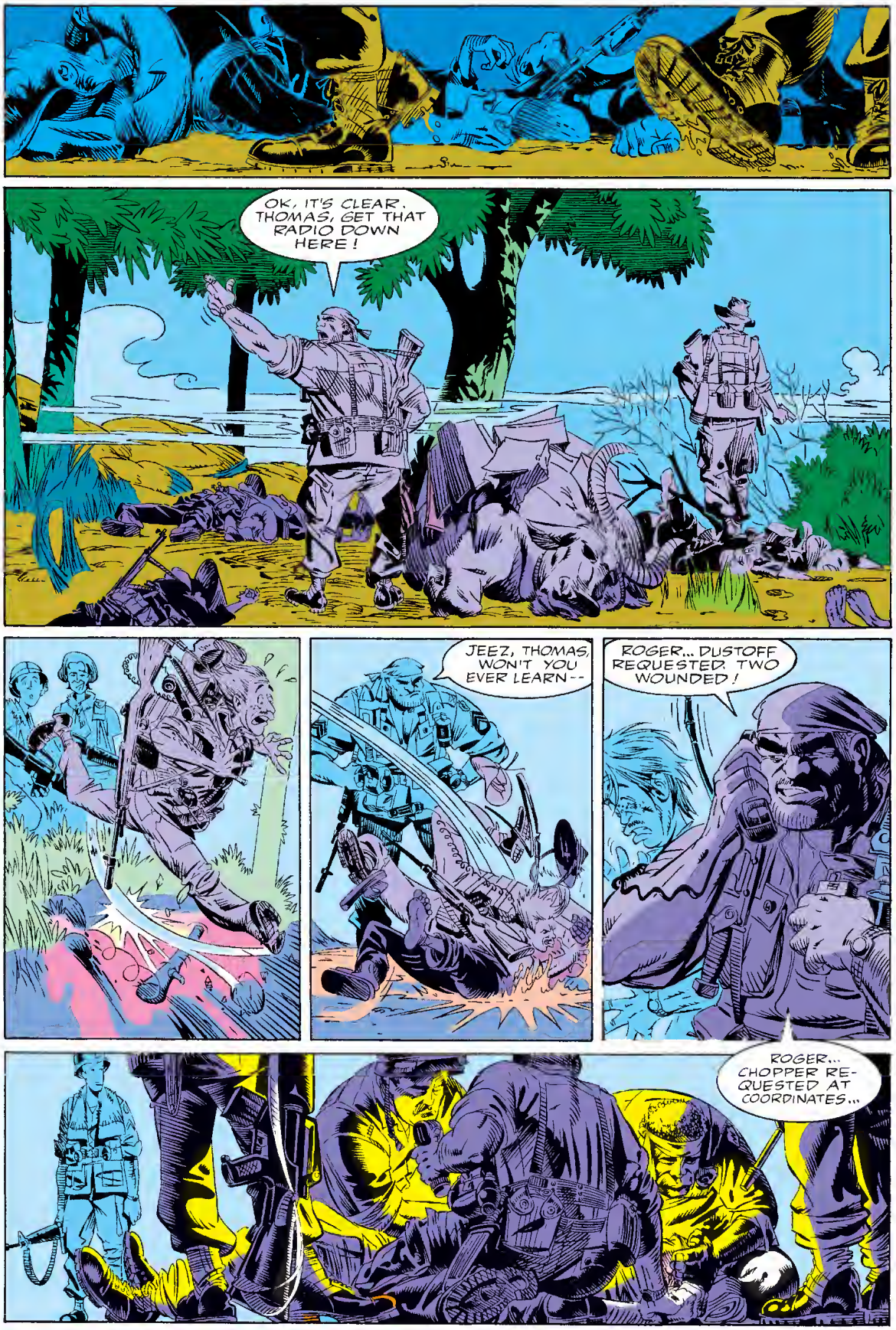

WHERE THE HECK IS KAKAS?!
WHERE'S THAT S.O.B.--?!

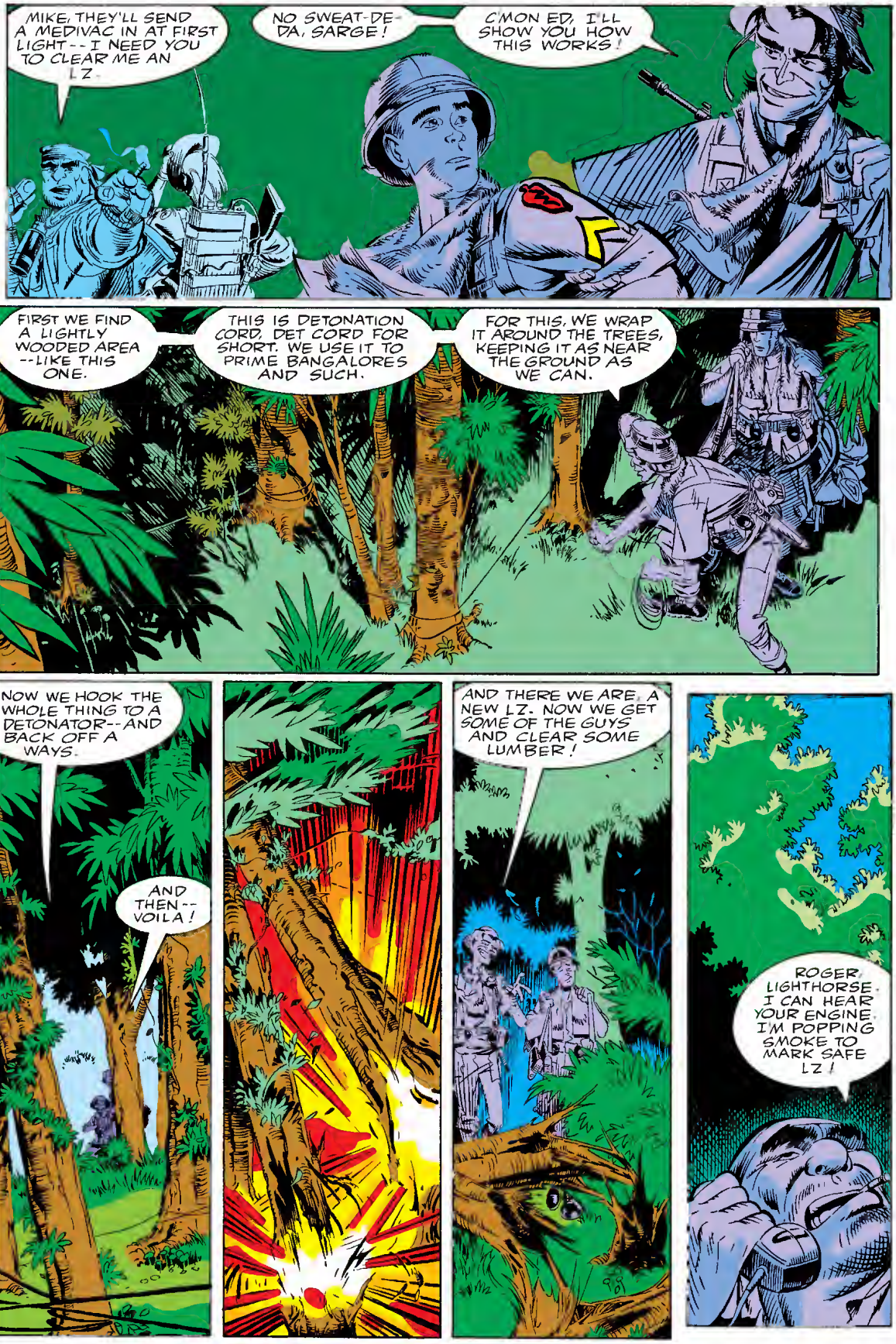




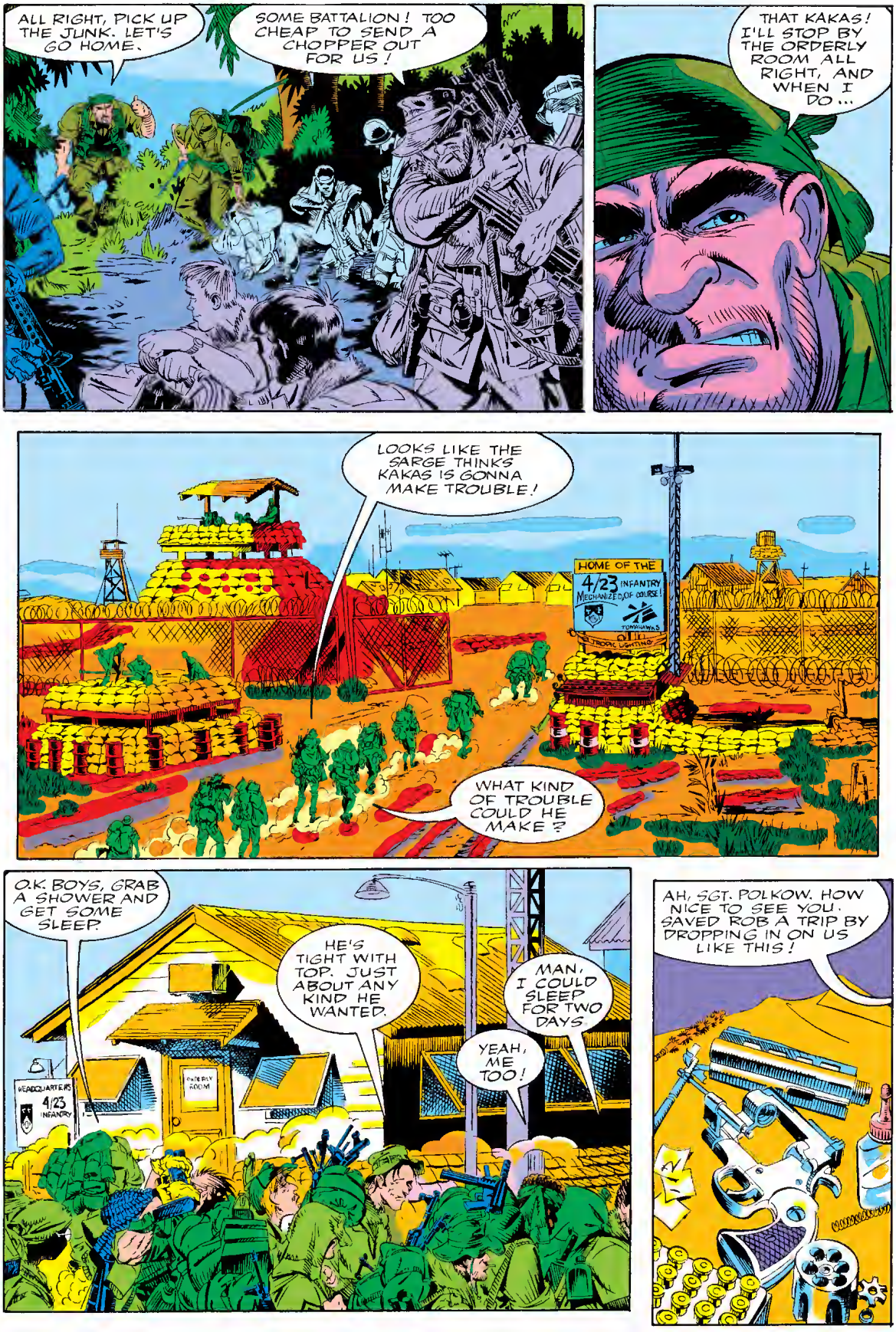

WHAT DO YOU THINK YOU'RE DOING? GET OVER THERE AND HELP THEM!
BUT SARGE, THEY'RE STILL SHOOTING!


I DON'T GIVE A GOOD ...! GET OVER THERE!
KEEP DOWN, IDIOT!
WAIT'LL TOP HEARS ABOUT THIS. I'LL GET YOU FOR THIS ...
I THINK THEY'VE PULLED BACK.


OK, IT'S CLEAR. THOMAS, GET THAT RADIO DOWN HERE!
JEEZ, THOMAS, WON'T YOU EVER LEARN--
ROGER... DUSTOFF REQUESTED. TWO WOUNDED!
ROGER... CHOPPER REQUESTED AT COORDINATES...

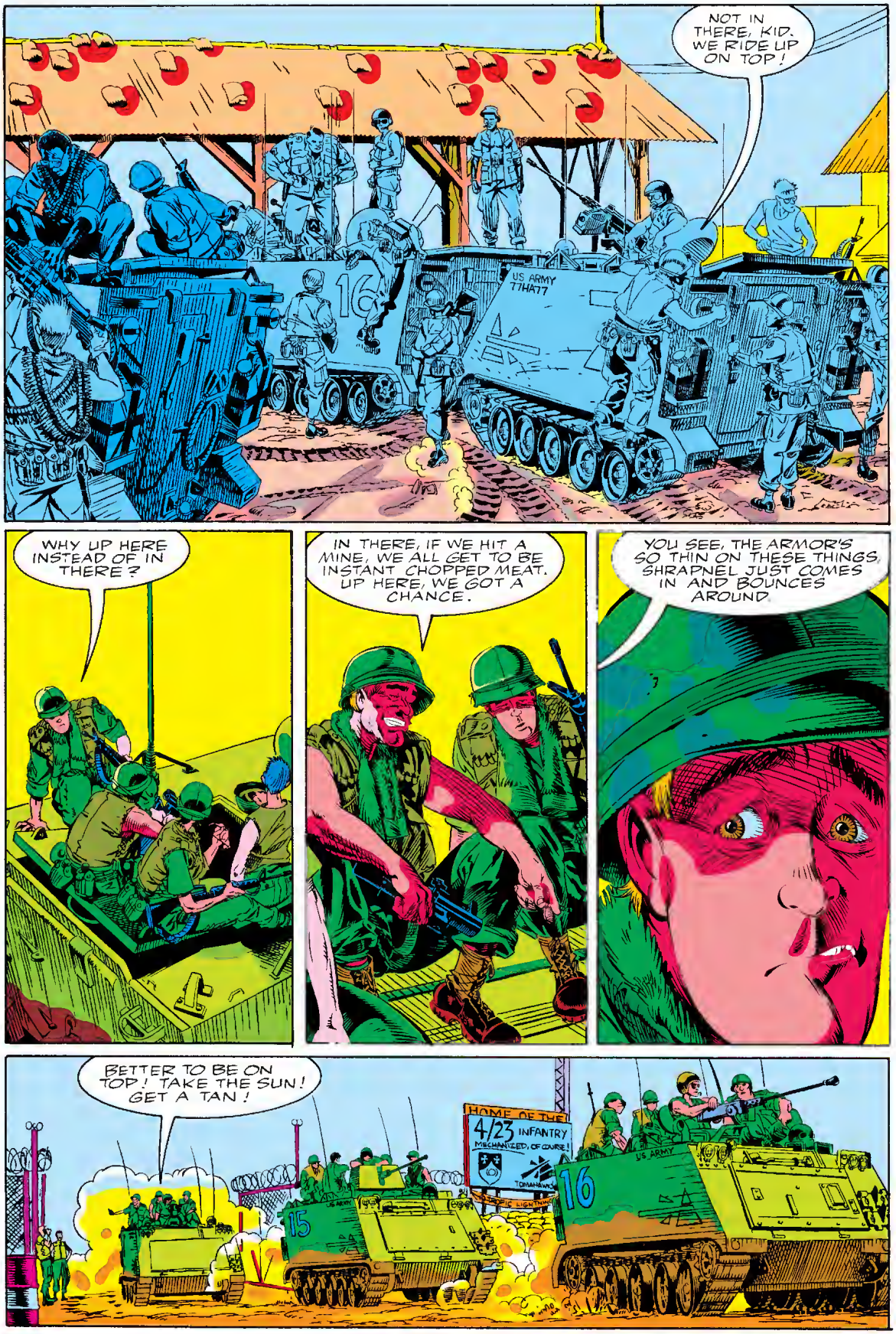

MIKE, THEY'LL SEND A MEDIVAC IN AT FIRST LIGHT--I NEED YOU TO CLEAR ME AN LZ.
NO SWEAT-DE-DA, SARGE!
C'MON ED, I'LL SHOW YOU HOW THIS WORKS!
FIRST WE FIND A LIGHTLY WOODED AREA --LIKE THIS ONE.
THIS IS DETONATION CORD, DET CORD FOR SHORT. WE USE IT TO PRIME BANGALORES AND SUCH.
FOR THIS, WE WRAP IT AROUND THE TREES, KEEPING IT AS NEAR THE GROUND AS WE CAN.
NOW WE HOOK THE WHOLE THING TO A DETONATOR--AND BACK OFF A WAYS.
AND THEN--VOILA!
AND THERE WE ARE, A NEW LZ. NOW WE GET SOME OF THE GUYS AND CLEAR SOME LUMBER!
ROGER LIGHTHORSE I CAN HEAR YOUR ENGINE. I'M POPPING SMOKE TO MARK SAFE LZ!

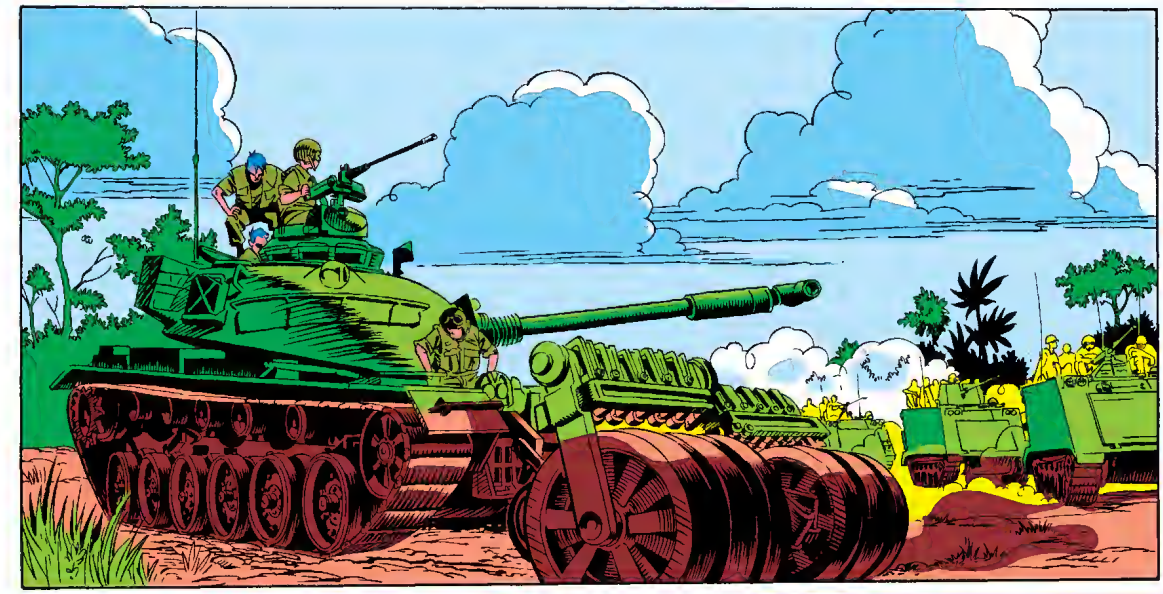

COME ON! GET THESE WOUNDED ABOARD. HURRY, PLEASE!
UNITED STATES ARM
DON'T WORRY SARGE, THEY'LL BE OKAY.
GENTLY NOW, LET'S NOT DO ANY MORE DAMAGE!
COME ON, KAKAS! MOVE YOUR BUTT!
HAVE A NICE WALK HOME, SARGE. I'M SURE TOP WILL WANT TO SEE YOU WHEN YOU GET BACK. JUST DROP BY THE ORDERLY ROOM, EH?

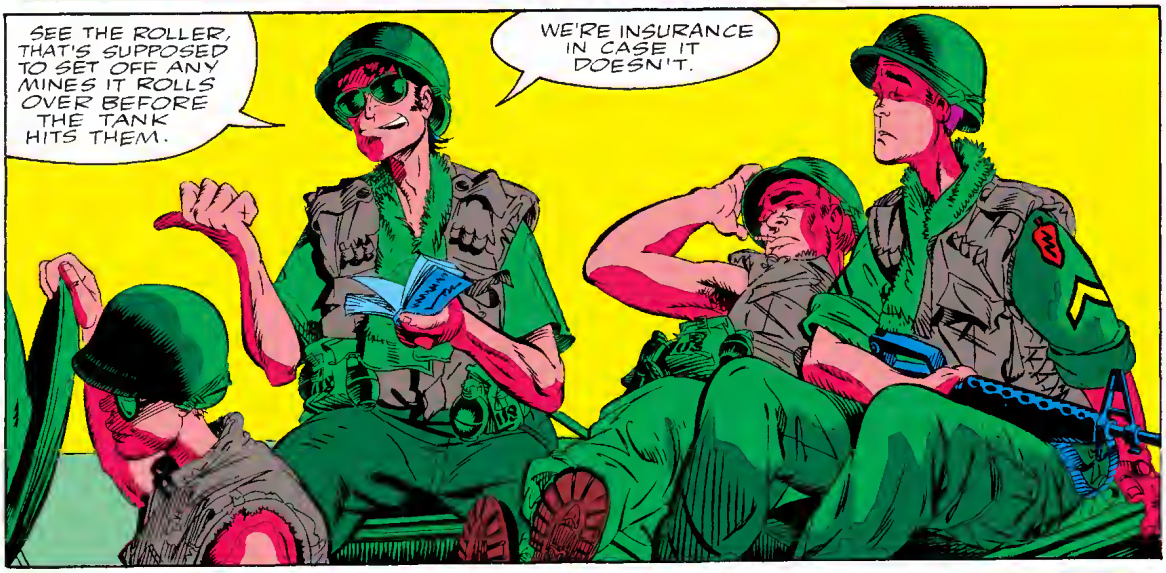

ALL RIGHT, PICK UP THE JUNK. LET'S GO HOME.
SOME BATTALION! TOO CHEAP TO SEND A CHOPPER OUT FOR US!
THAT KAKAS! I'LL STOP BY THE ORDERLY ROOM ALL RIGHT, AND WHEN I DO...
LOOKS LIKE THE SARGE THINKS KAKAS IS GONNA MAKE TROUBLE!
HOME OF THE 4/23 INFANTRY MECHANIZED OF COURSE!
TOMAHAWKS
TROOPS LIGHTING
WHAT KIND OF TROUBLE COULD HE MAKE?
O.K. BOYS, GRAB A SHOWER AND GET SOME SLEEP
HE'S TIGHT WITH TOP. JUST ABOUT ANY KIND HE WANTED.
MAN, I COULD SLEEP FOR TWO DAYS
YEAH, ME TOO!
HEADQUARTERS 4/23 INFANTRY
ORDERLY ROOM
AH, SGT. POLKOW. HOW NICE TO SEE YOU. SAVED ROB A TRIP BY DROPPING IN ON US LIKE THIS!

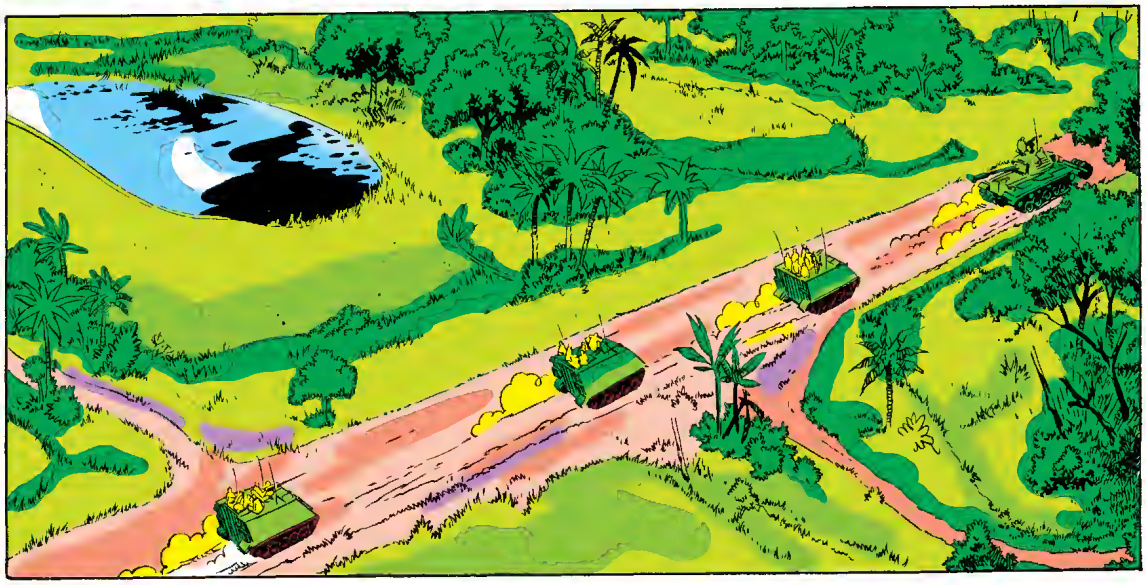

WHAT DO YOU WANT, TOP!
I CAN SEE YOUR LAPDOG'S BEEN HERE TO SEE YOU.
YOU MEAN SPECIALIST KAKAS? HE DID MENTION THAT YOU UNWARRANTLY EXPOSED HIM TO ENEMY FIRE. BUT THAT IS UNIMPORTANT.
ADERLY ROOM
UNIMPORTANT? THEN WHY...
QUITE UNIMPORTANT! HOWEVER, I DO HAVE SOMETHING IMPORTANT TO SPEAK TO YOU OF. SOMETHING QUITE IMPORTANT, A MISSION!
MISSION! NOW? MY BOYS JUST GOT BACK FROM THREE DAYS IN THE FIELD! THEY'RE NOT GOIN' ON ANOTHER...
NEVER FEAR. THE MEN WILL GET THEIR PROPER REST. THEY CAN SLEEP UNTIL 11ØØ HOURS.
HOWEVER AT 12ØØ I WANT YOU AND ALL YOUR 'BOYS' TO REPORT TO THE MOTOR POOL.
FOUR HOURS REST AFTER THREE DAYS IN THE FIELD! ARE YOU CRAZY?!
WHAT WOULD THE CAPTAIN SAY ABOUT THAT?!

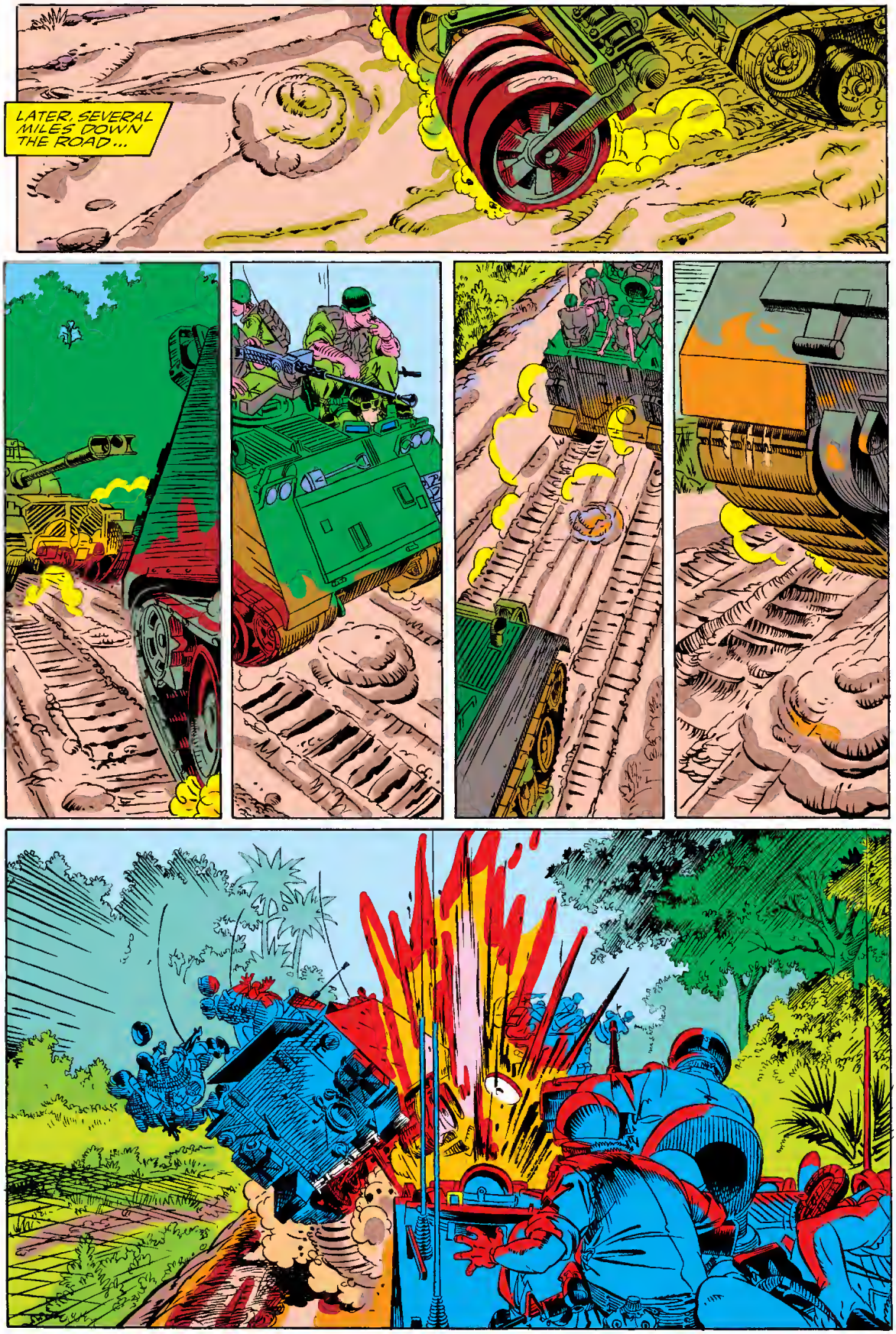

YOU CAN TALK TO THE CAPTAIN IF YOU LIKE, OF COURSE! HOWEVER, KNOWING HIM AS I DO, I DOUBT HE'LL APPRECIATE IT. REGULATIONS DO SAY FOUR HOURS REST A DAY, YOU KNOW. HOWEVER...
YOU WIN... FOR NOW. I'LL BE BACK TO TALK SOME MORE WHEN WE GET BACK! SEE YOU THEN, YOU SLIMY SLUG!
STICKS AND STONES, SGT. 12ØØ AT THE MOTOR POOL. AND, BY THE WAY, SPECIALIST KAKAS WILL STAY HERE. HE HAS WOUNDED TO LOOK IN ON. HAVE A GOOD DAY!
AND SO, AT 12ØØ HOURS...
LOOK AT IT THIS WAY, AT LEAST WE GET TO RIDE THIS TIME...
ALL RIGHT, MOUNT UP!

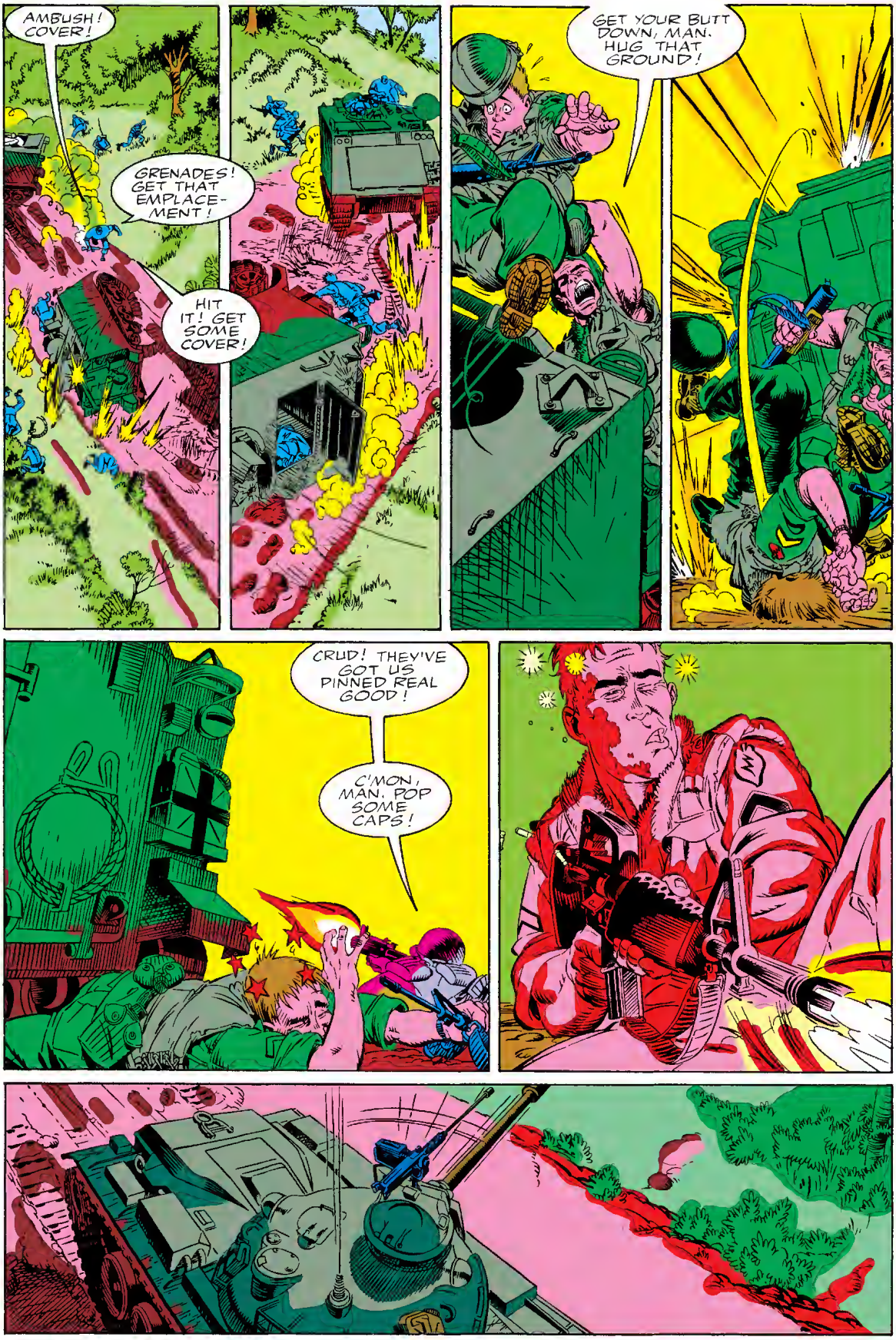

NOT IN THERE, KID. WE RIDE UP ON TOP!
US ARMY T7HA77
16
WHY UP HERE INSTEAD OF IN THERE?
IN THERE, IF WE HIT A MINE, WE ALL GET TO BE INSTANT CHOPPED MEAT. UP HERE, WE GOT A CHANCE.
YOU SEE, THE ARMOR'S SO THIN ON THESE THINGS, SHRAPNEL JUST COMES IN AND BOUNCES AROUND.
BETTER TO BE ON TOP! TAKE THE SUN! GET A TAN!
HOME OF THE 4/23 INFANTRY MECHANIZED, OF COURSE!
TOMAHAWK
TROPIC LIGHTNING
US ARMY
15
16

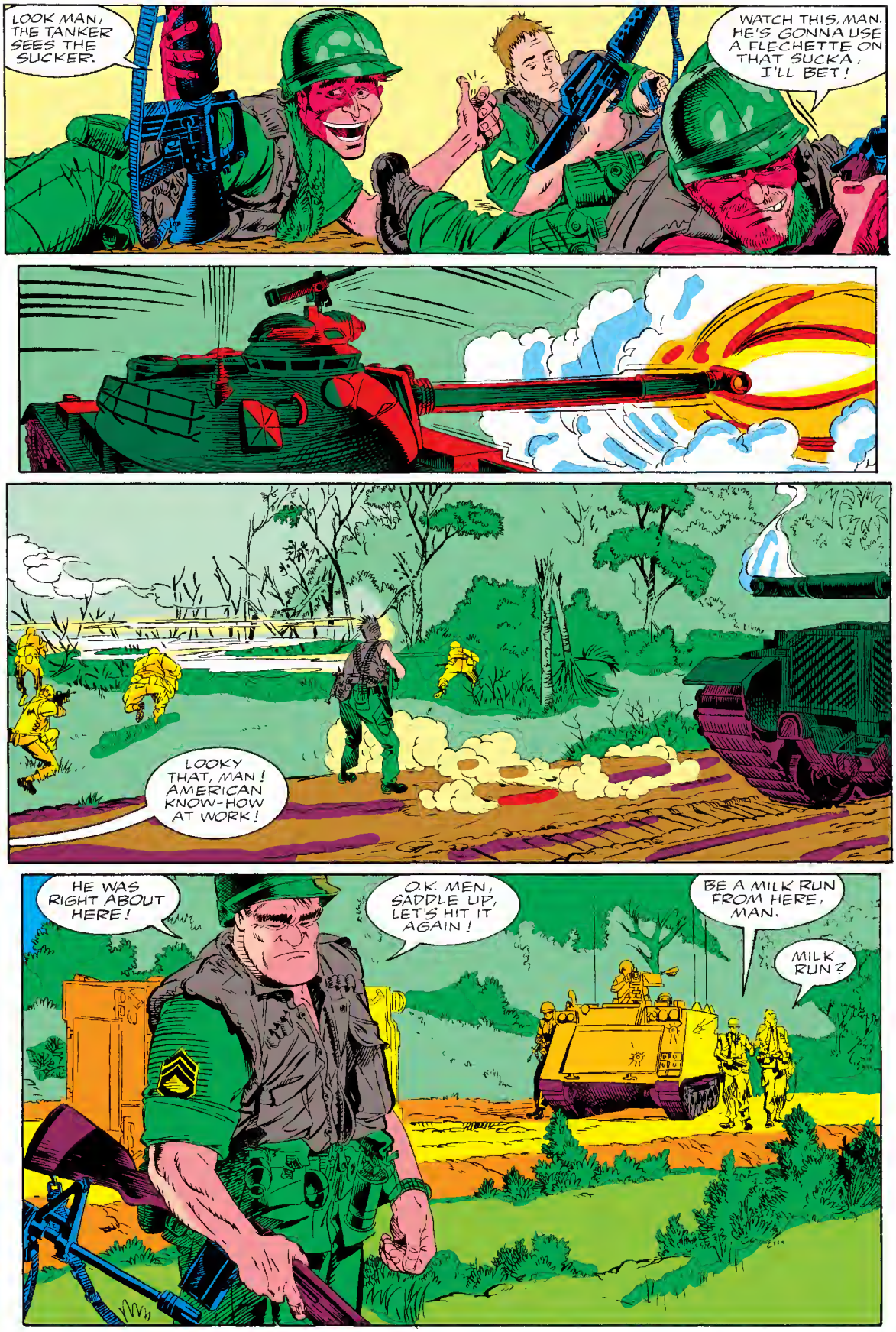


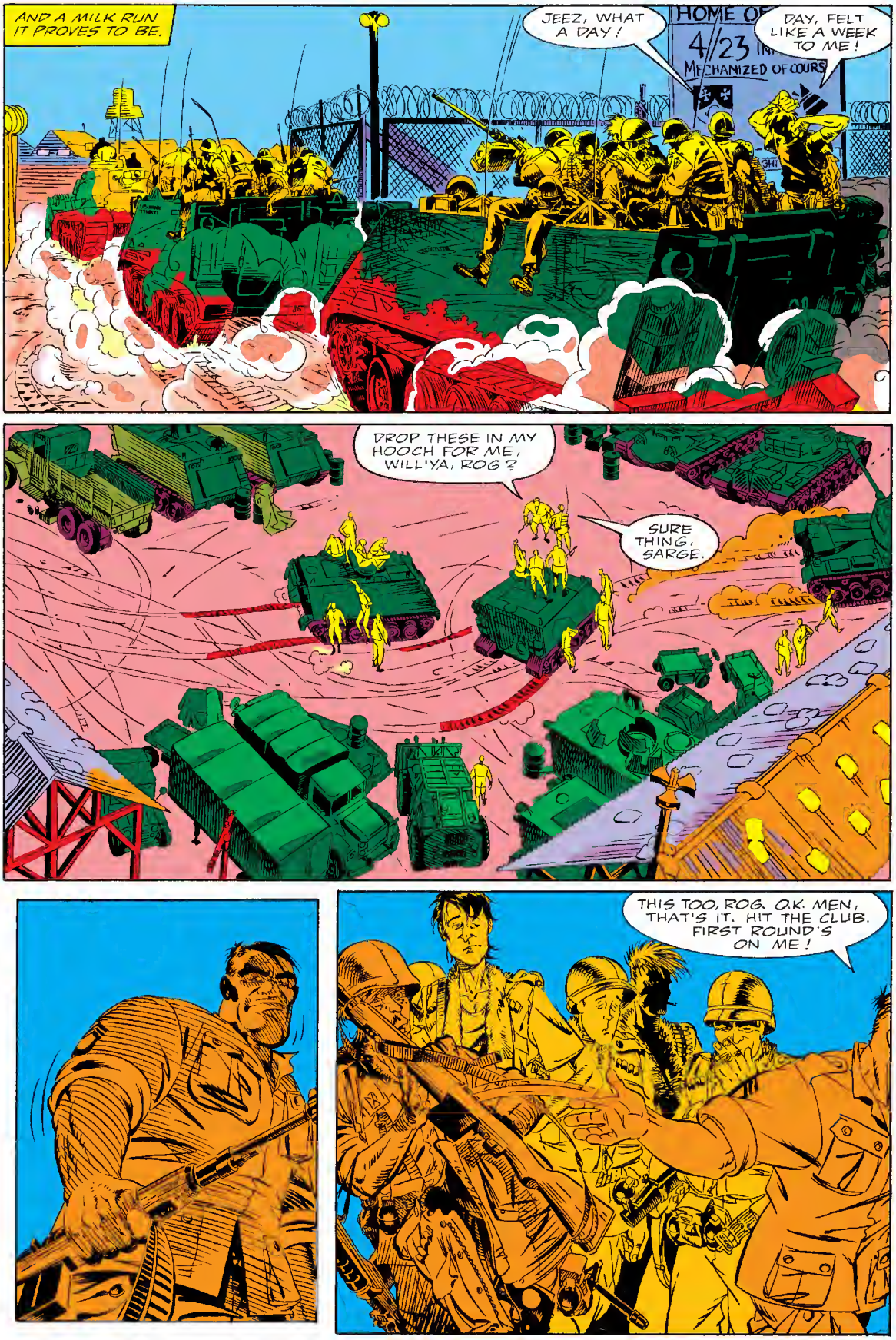

SEE THE ROLLER, THAT'S SUPPOSED TO SET OFF ANY MINES IT ROLLS OVER BEFORE THE TANK HITS THEM.
WE'RE INSURANCE IN CASE IT DOESN'T.



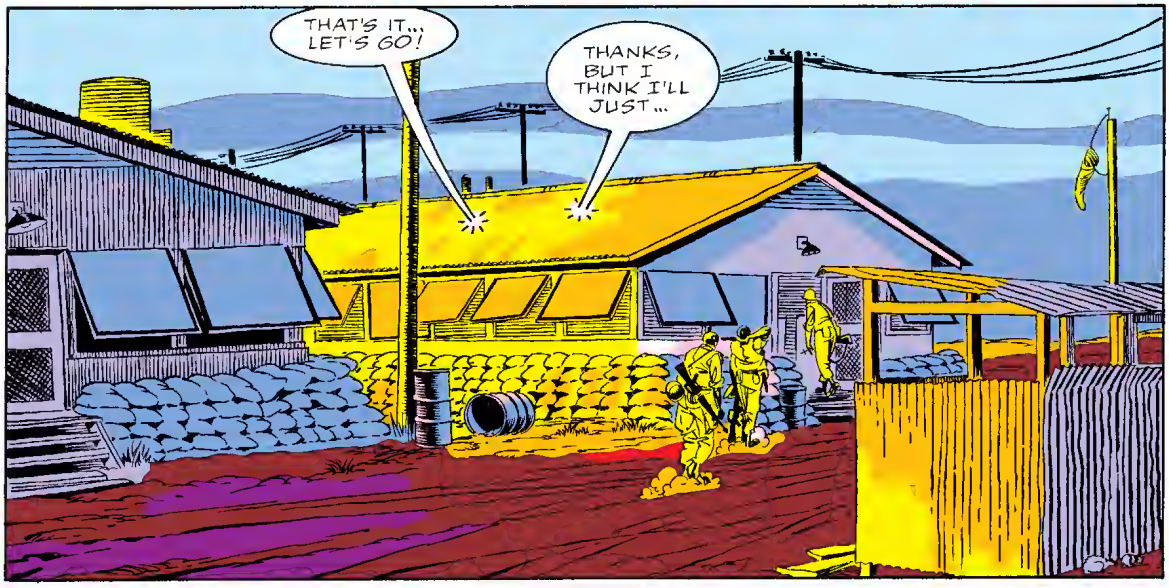

LATER, SEVERAL MILES DOWN THE ROAD...

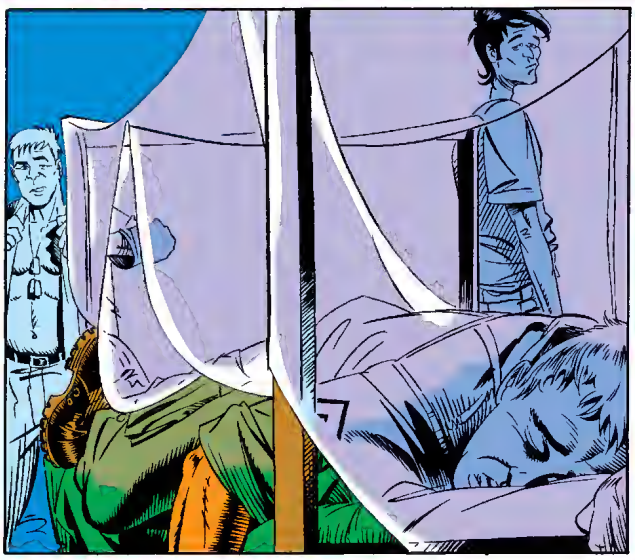

AMBUSH! COVER!
GRENADES! GET THAT EMPLACE-MENT!
HIT IT! GET SOME COVER!
GET YOUR BUTT DOWN, MAN. HUG THAT GROUND!
CRUD! THEY'VE GOT US PINNED REAL GOOD!
C'MON, MAN. POP SOME CAPS!


LOOK MAN, THE TANKER SEES THE SUCKER.
WATCH THIS, MAN. HE'S GONNA USE A FLECHETTE ON THAT SUCKA, I'LL BET!
LOOKY THAT, MAN! AMERICAN KNOW-HOW AT WORK!
HE WAS RIGHT ABOUT HERE!
O.K. MEN, SADDLE UP, LET'S HIT IT AGAIN!
BE A MILK RUN FROM HERE, MAN.
MILK RUN?


AND A MILK RUN IT PROVES TO BE.
JEEZ, WHAT A DAY!
DAY, FELT LIKE A WEEK TO ME!
4/23
MECHANIZED OF COURS
DROP THESE IN MY HOOCH FOR ME, WILL'YA, ROG?
SURE THING, SARGE.
THIS TOO, ROG. O.K. MEN, THAT'S IT. HIT THE CLUB. FIRST ROUND'S ON ME!


POLKOW LOOKED...
NOTHING WE CAN DO ABOUT IT. LET'S DUMP THIS STUFF AND HIT THE CLUB!

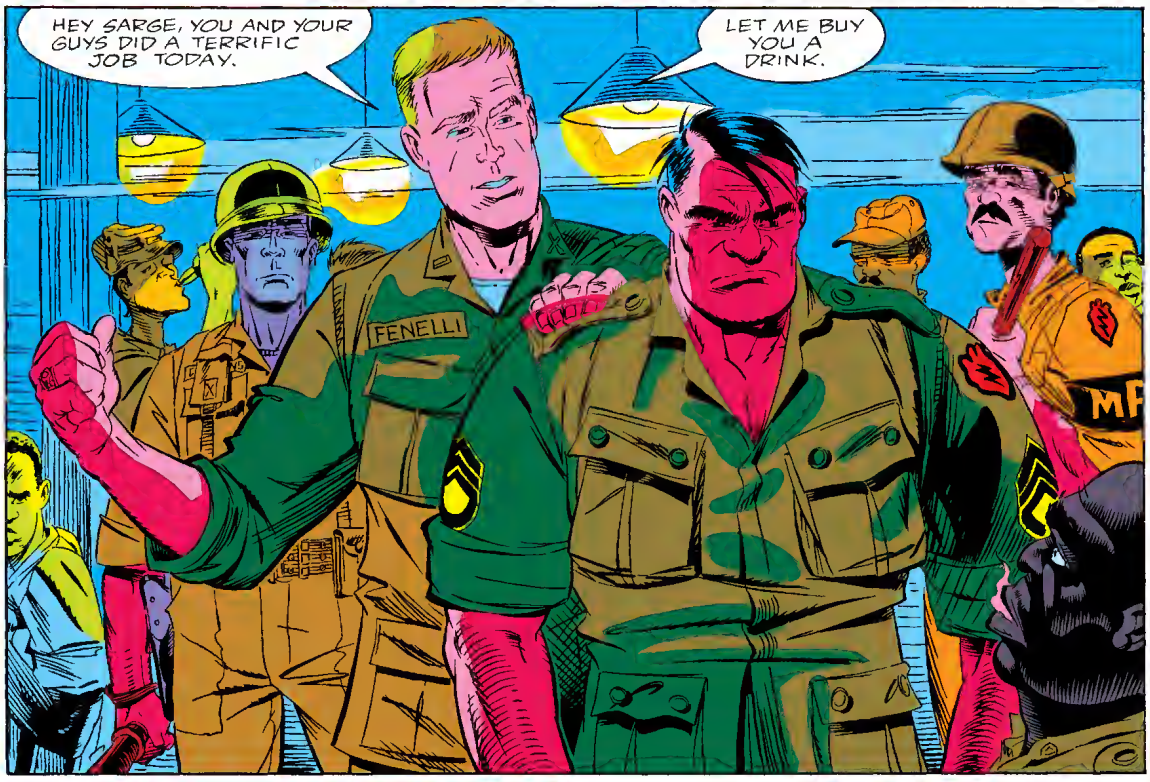

THAT'S IT... LET'S GO!
THANKS, BUT I THINK I'LL JUST...

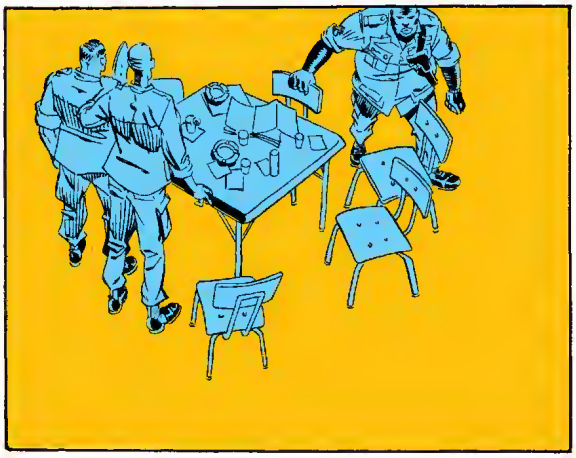



KID'S GOT THE RIGHT IDEA!
US ARMY


WHERE IS HE, ROB?
HE'S AT THE CLUB, SARGE. WHAT'S UP?
U.S.ARMY
NOTHING YOU CAN HELP ME WITH, ROB.
LT. FENELLI, PLEASE-- HURRY!
EVENIN' TOP. LET'S YOU AND ME STEP OUTSIDE AND HAVE A LITTLE TALK.









SOME OTHER DAY, REAL SOON.

INCOMING

LARRY HAMA: editor — PAT REDDING: assistant editor
% MARVEL COMICS GROUP-387 Park Avenue South-New York, New York-10016
Attention correspondents: if you don't want your full address printed, please be sure to tell us so!

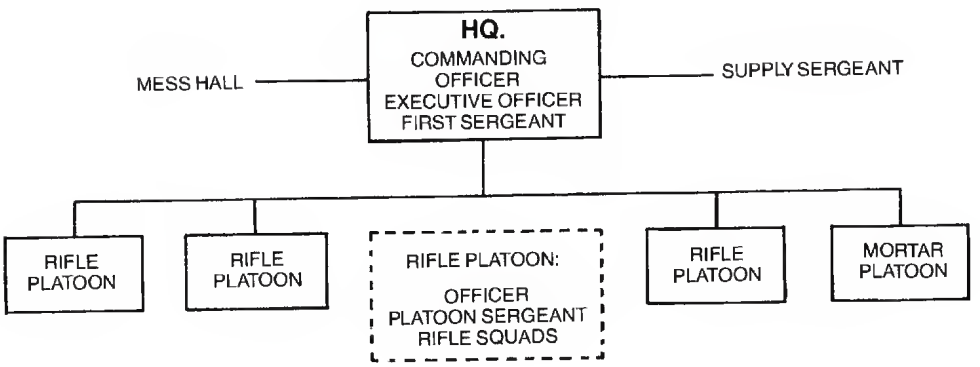
TYPICAL INFANTRY COMPANY ORGANIZATION

Standard rifle company in Vietnam was set up as follows: Headquarters consisted of two officers (commander and executive officer) and ten men (First Sergeant, Supply Sergeant, assorted clerks). Three rifle platoons consisting of one officer and about 41 enlisted men each. One mortar platoon consisting of one officer and 25 enlisted men.

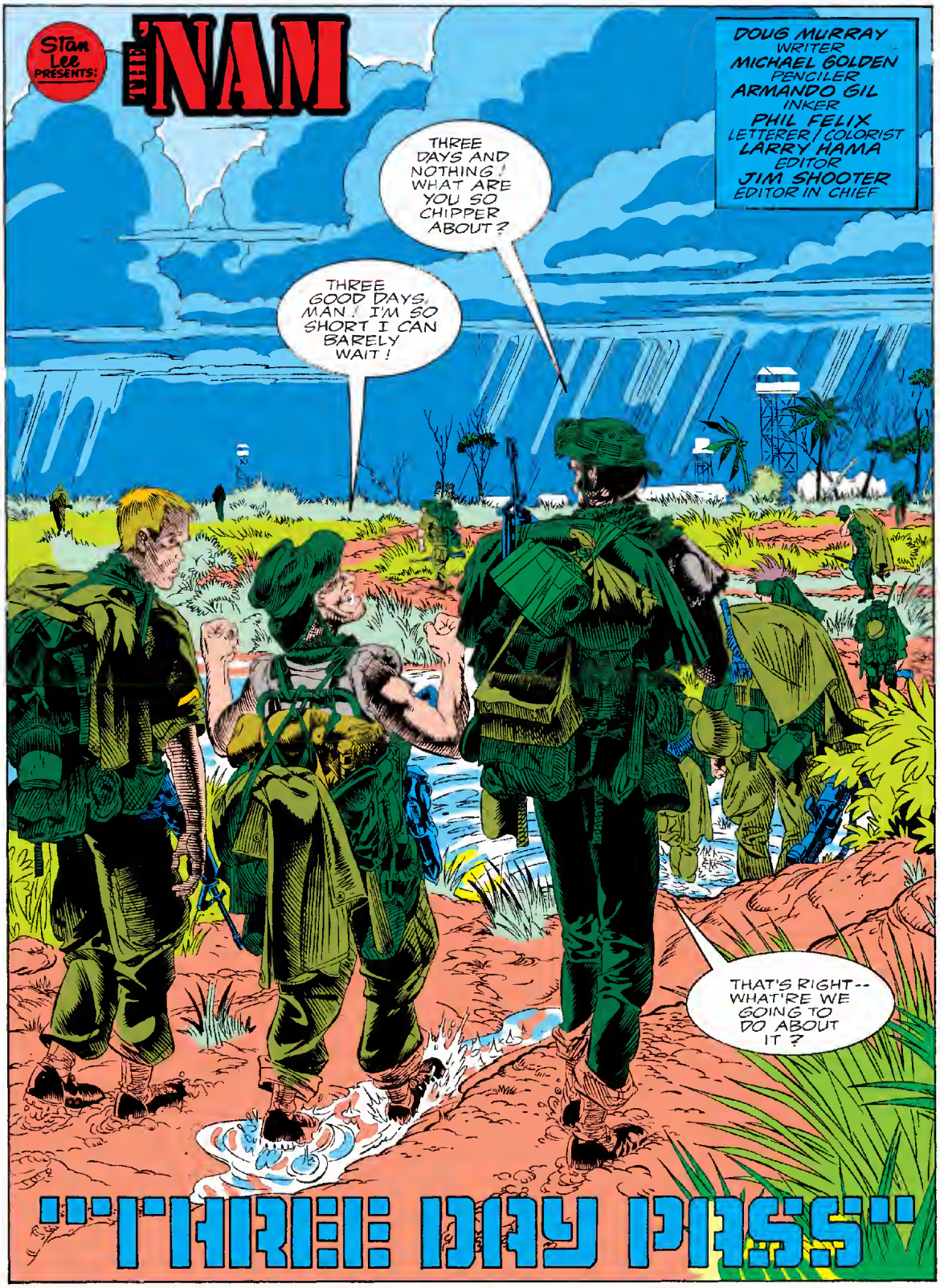
Each rifle platoon had a platoon headquarters (one officer with two enlisted) and three rifle squads, ten men each with M16 and M79's. Also one weapons squad, nine men with M16 rifles and two M60 machineguns and one 90mm recoiless rifle, which almost always stayed put at base.

The mortar platoon had a headquarters of one officer and seven enlisted, and three mortar squads armed with one 81mm mortar, M16 rifles and M79's. In reality, the mortars were also almost always left at home.

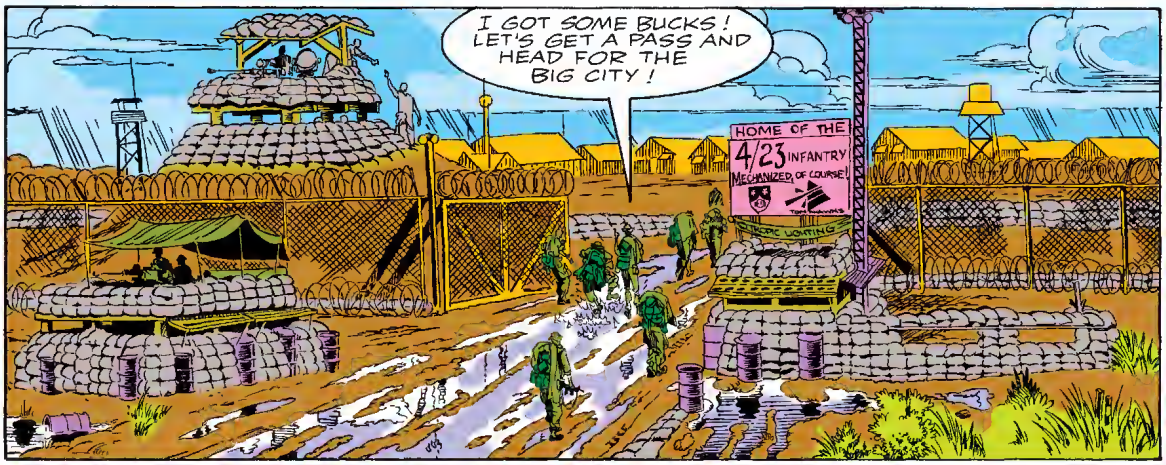
TYPICAL BREAKDOWN:

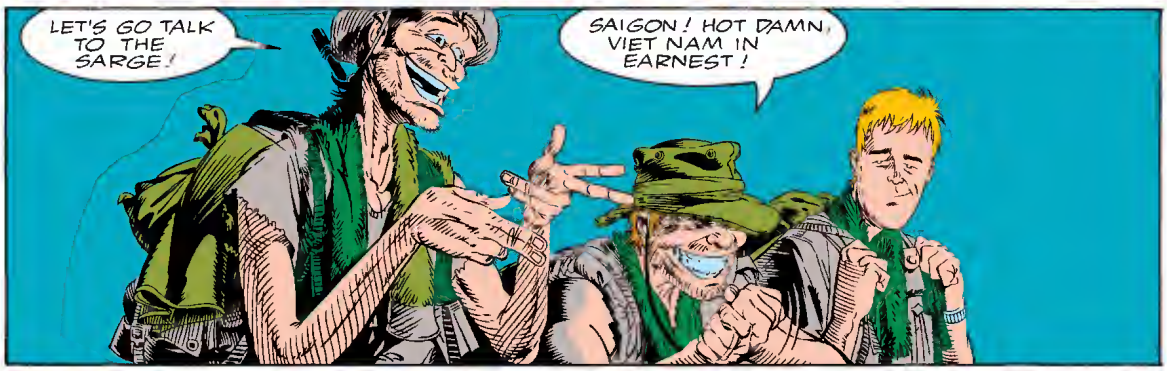


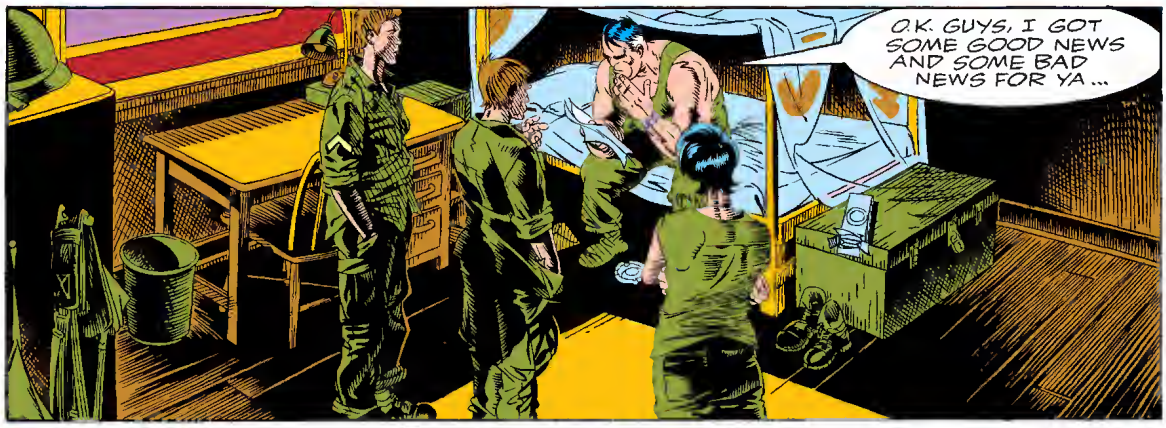

MARVEL
25TH
ANNIVERSARY
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THE 'NAM
MARKS
U.S.ARM
PEACE



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I GOT SOME BUCKS! LET'S GET A PASS AND HEAD FOR THE BIG CITY!
HOME OF THE 4/23 INFANTRY MECHANIZED, OF COURSE!

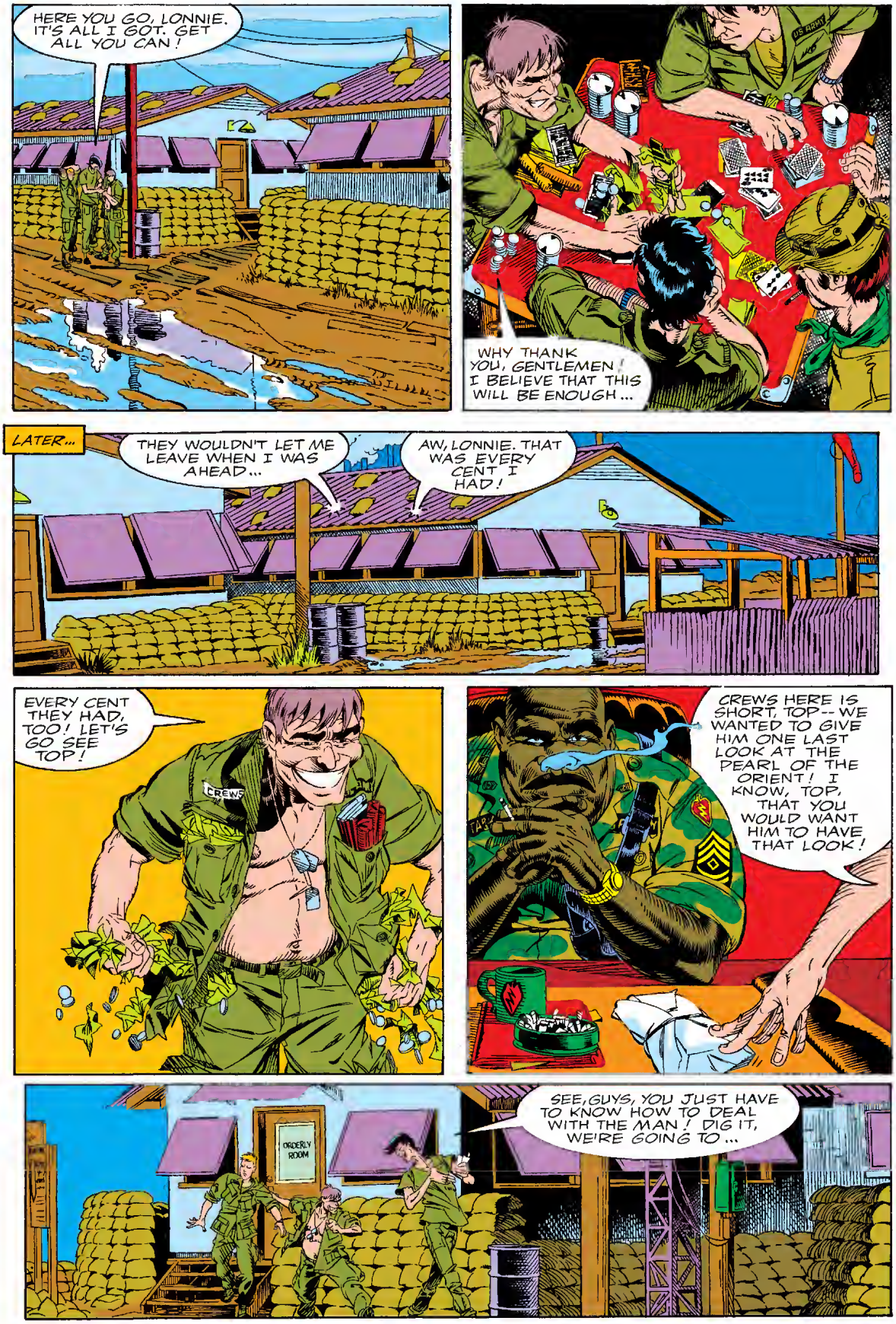

LET'S GO TALK TO THE SARGE!
SAIGON! HOT DAMN, VIET NAM IN EARNEST!

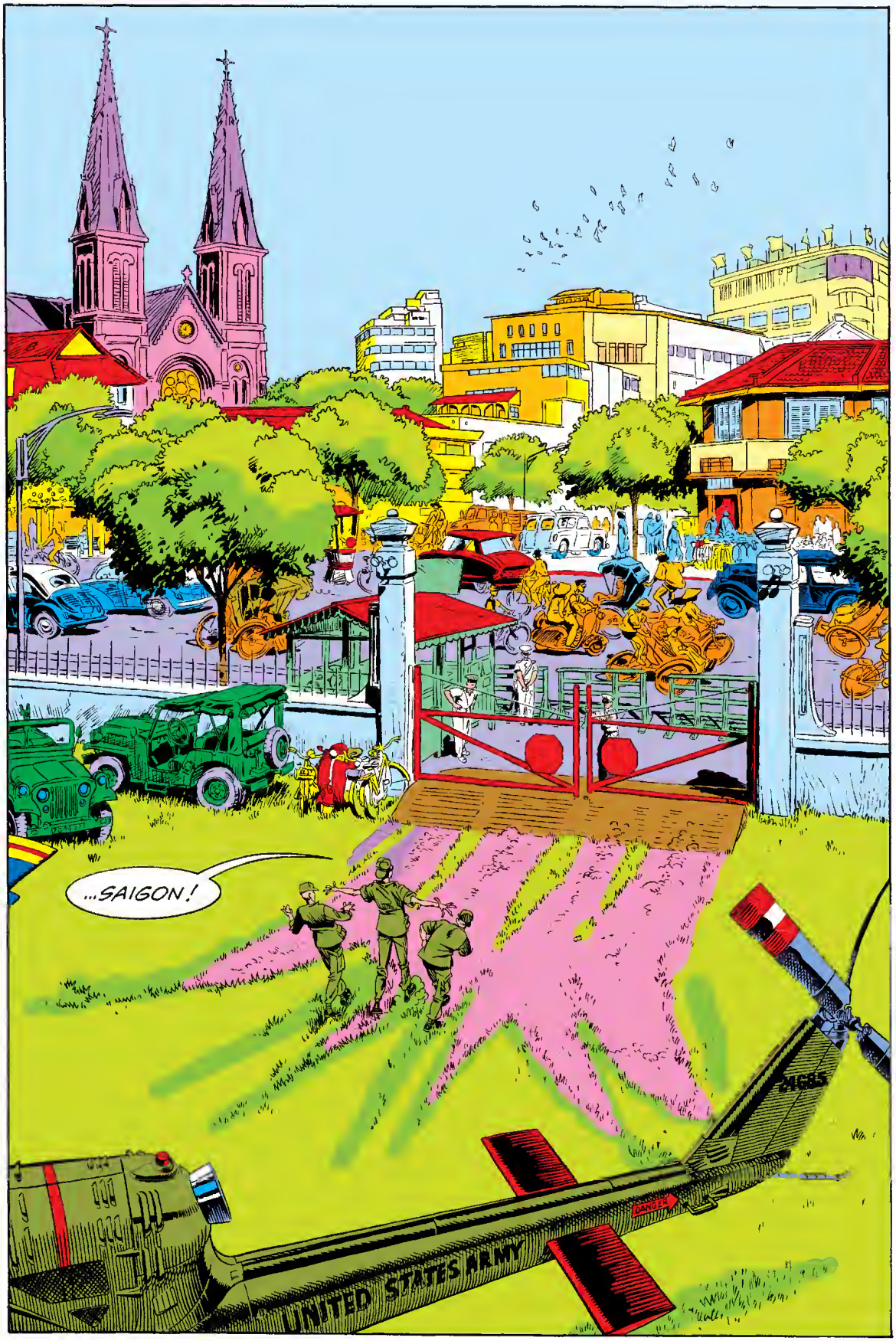

O.K. GUYS, I GOT SOME GOOD NEWS AND SOME BAD NEWS FOR YA...


LONNIE, YOU GOT YOUR SPEC 5 BACK AGAIN!


GREAT--NO KP WHEN I GET BACK IN THE WORLD!

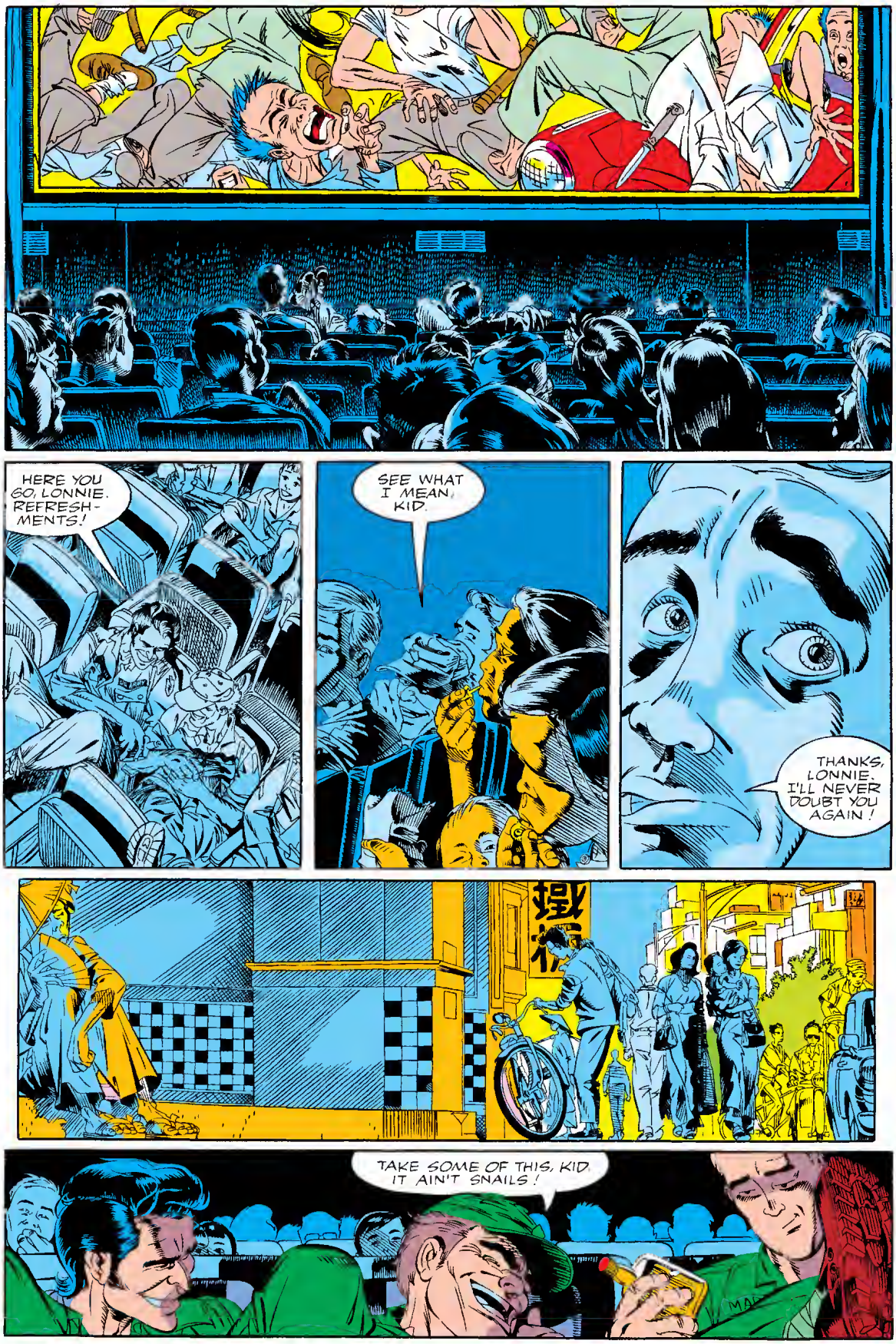

BUT, TOP SAYS NO PASSES WITHOUT HIS O.K. YOU'LL HAVE TO TALK TO THE FAT...

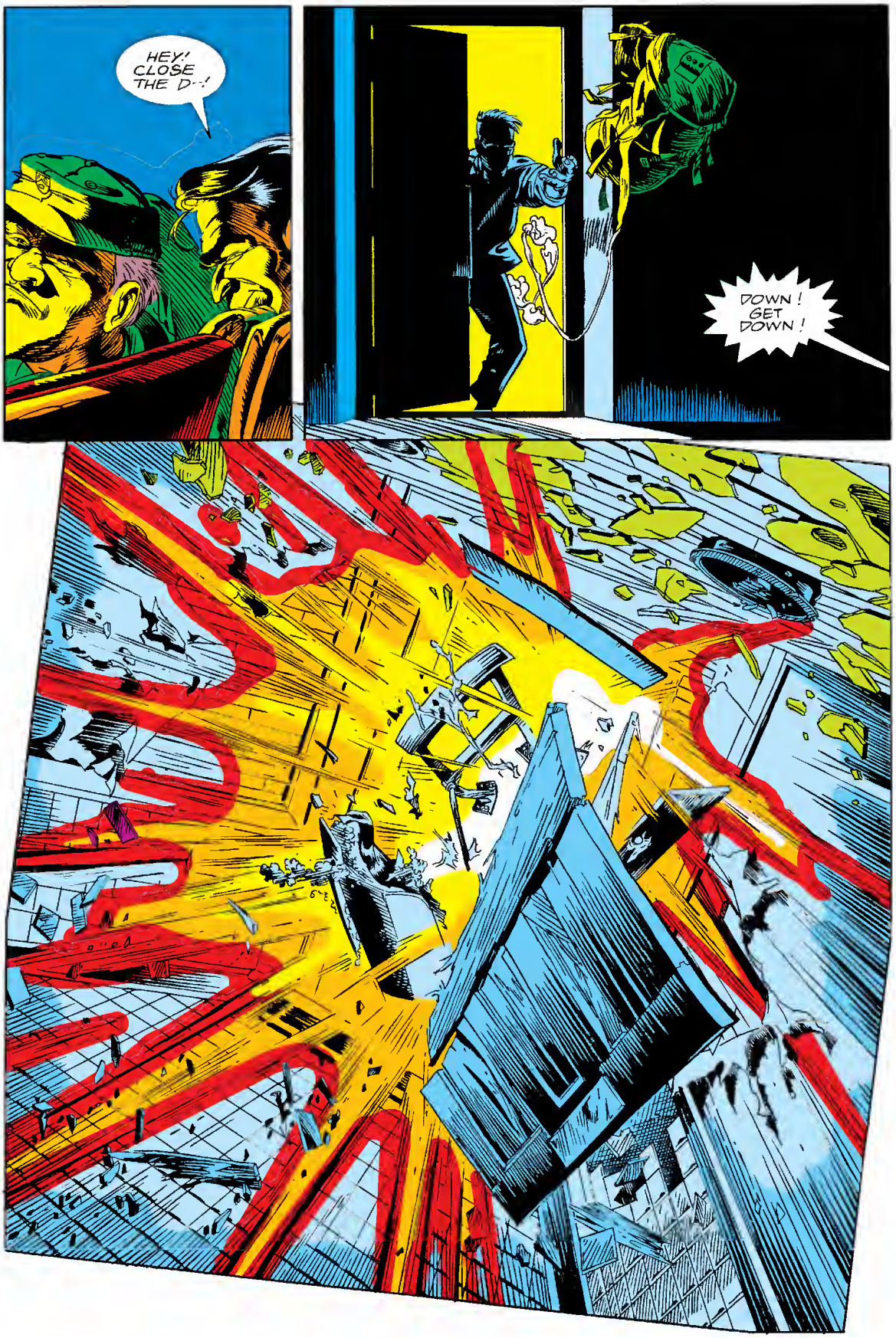

HERE YOU GO, LONNIE. IT'S ALL I GOT. GET ALL YOU CAN!
U.S. ARMY
WHY THANK YOU, GENTLEMEN! I BELIEVE THAT THIS WILL BE ENOUGH...
LATER...
THEY WOULDN'T LET ME LEAVE WHEN I WAS AHEAD...
AW, LONNIE. THAT WAS EVERY CENT I HAD!
EVERY CENT THEY HAD, TOO! LET'S GO SEE TOP!
CREWS
CREWS HERE IS SHORT, TOP-- WE WANTED TO GIVE HIM ONE LAST LOOK AT THE PEARL OF THE ORIENT! I KNOW, TOP, THAT YOU WOULD WANT HIM TO HAVE THAT LOOK!
ORDERLY ROOM
SEE, GUYS, YOU JUST HAVE TO KNOW HOW TO DEAL WITH THE MAN! DIG IT, WE'RE GOING TO...

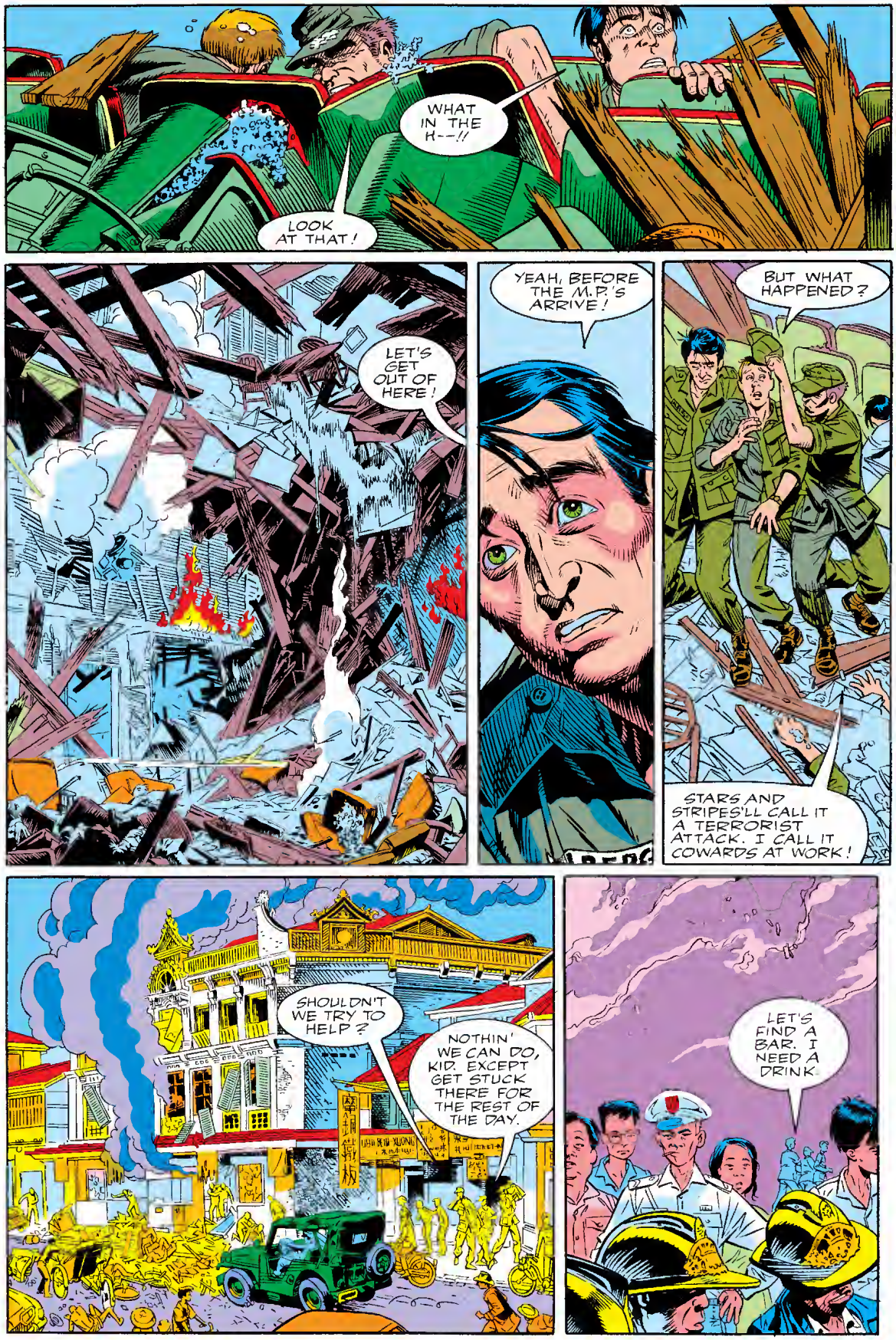

...SAIGON!
UNITED STATES ARMY
DANGER
M60


WELL, ED, WHAT DO YOU THINK?
RUE LE LOI
IT'S UN-BELIEVABLE!
YEAH. IT REALLY IS SOMETHIN', AIN'T IT?
YUP, ED, YOU CAN BUY JUST ABOUT ANY-THING HERE!
YEAH--JUST ABOUT ANYTHING!


HEY, GUYS, LET'S CHECK THIS OUT. A CHINESE MOVIE!
WHY NOT? HOURS BEFORE THE BARS OPEN ANY-HOW!
AL BERGS
I DON'T BELIEVE IT. I'M IN SAIGON AND I'M GOING TO A MOVIE!
RELAX, MIKE, ENJOY YOUR-SELF.
CUA H
PHU
HOLD ON A MINUTE, GUYS.
UA HOANG
PHU
NA 23841
YOU DON'T WANT THAT, KID. IT'S NOT POPCORN, IT'S SNAILS!
SNAILS?
UA HOANG
PHU
BELIEVE ME, KID. SNAILS.


HERE YOU GO, LONNIE. REFRESH-MENTS!
SEE WHAT I MEAN, KID.
THANKS, LONNIE. I'LL NEVER DOUBT YOU AGAIN!
TAKE SOME OF THIS, KID. IT AIN'T SNAILS!


HEY! CLOSE THE D--!
DOWN! GET DOWN!

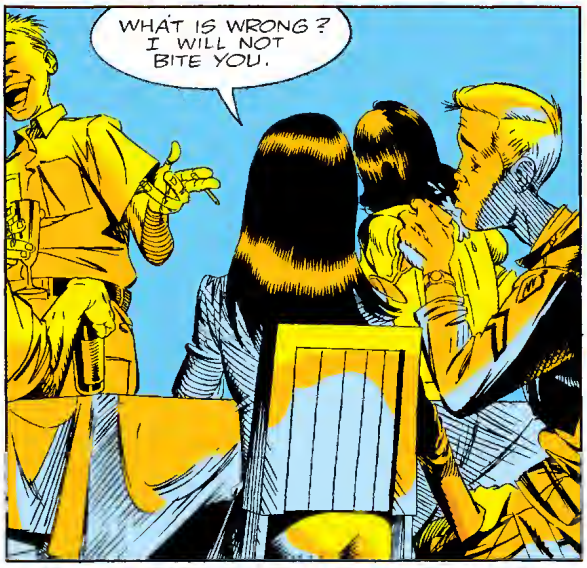

WHAT IN THE H--!!
LOOK AT THAT!
LET'S GET OUT OF HERE!
YEAH, BEFORE THE M.P.'S ARRIVE!
BUT WHAT HAPPENED?
STARS AND STRIPES'LL CALL IT A TERRORIST ATTACK. I CALL IT COWARDS AT WORK!
SHOULDN'T WE TRY TO HELP?
NOTHIN' WE CAN DO, KID. EXCEPT GET STUCK THERE FOR THE REST OF THE DAY.
LET'S FIND A BAR. I NEED A DRINK.


THIS LOOKS LIKE JUST THE PLACE!
FINE BY ME, MAN!
the Saigon Soiree
EXCUSE US, JOES...
MAY WE JOIN YOU?
YES INDEED, LADIES. PLEASE, HAVE A SEAT!
OF COURSE, THREE SUCH GENTLEMEN WILL BUY US A DRINK?


LOOKY HERE... SAIGON TEA!
WHAT DOES HE MEAN?
HE MEANS IT'S REALLY TEA... BUT WE'LL BE CHARGED FOR CHAMPAGNE. PART OF THE SERVICE.
LADIES, HOW ABOUT A COMPANION FOR MY YOUNG FRIEND?
AS ONE OF THE GIRLS GESTURES...
MAY I JOIN YOU, GENTLEMEN?


SO, YOU LADIES FROM AROUND HERE?
YOU GREAT KIDDER, JOE!


DON'T WORRY, ED. SHE'S LIKE PART OF THE FURNITURE. THE BAR SUPPLIES THEM. RELAX. ENJOY YOURSELF. YOU'RE NOT IN THE WORLD NOW!

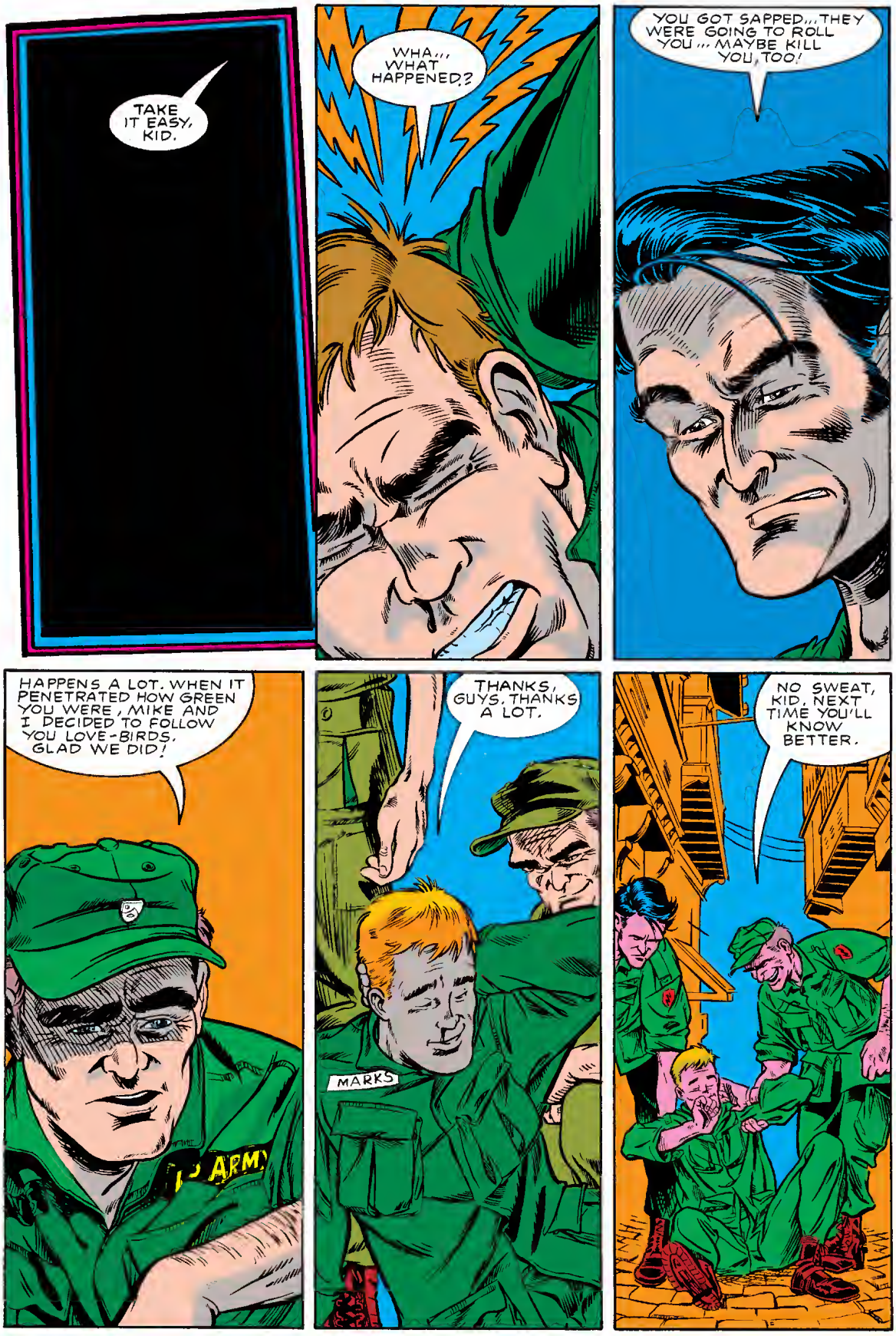

WHAT IS WRONG? I WILL NOT BITE YOU.

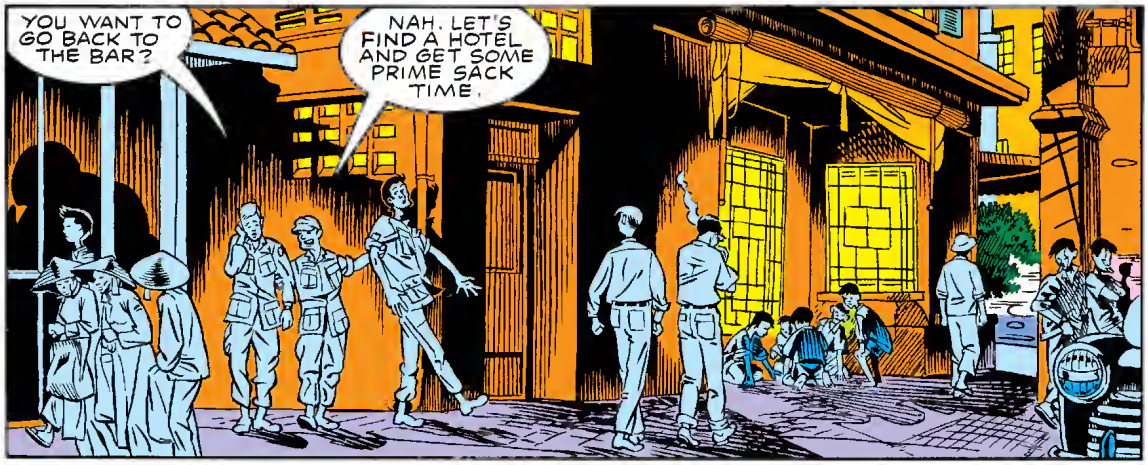

SORRY. IT'S JUST... I'VE NEVER SEEN...

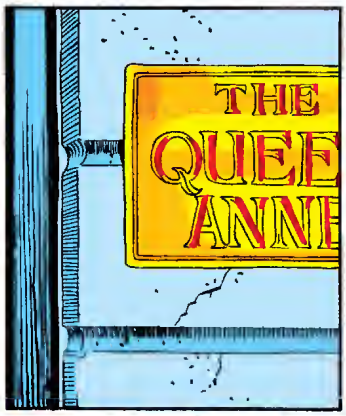

WHERE ARE YOU FROM?

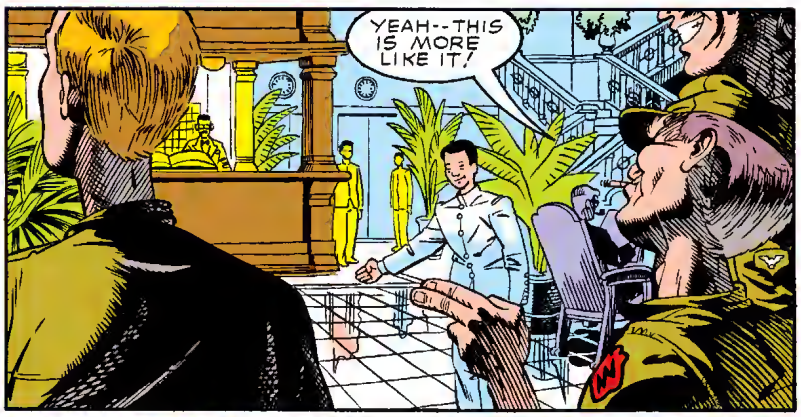

PHILADELPHIA. A LONG WAY FROM HERE


COME--LET US TAKE A WALK AND TALK.
US ARMY
IT'S A BEAUTIFUL NIGHT. MUCH TOO NICE TO WASTE.
Soiree
MY KIM
YOU'RE REALLY A NICE GUY. IT'S TOO BAD.
I DON'T UNDER...

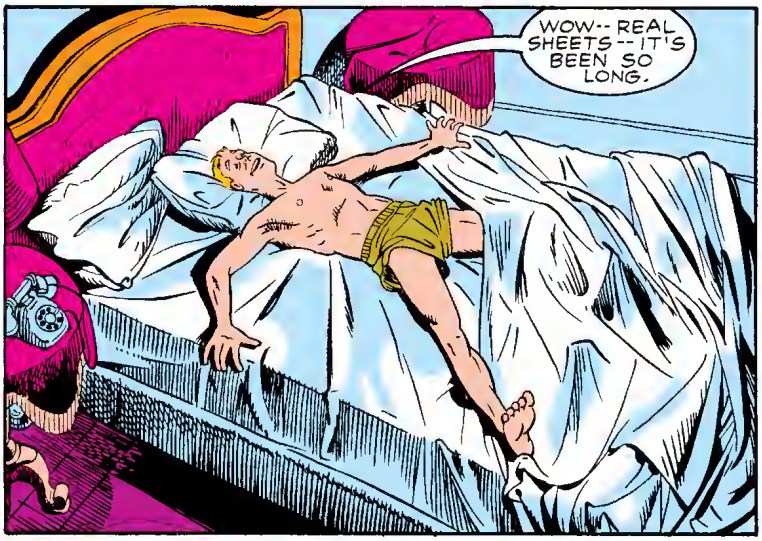

TAKE IT EASY, KID.
WHA... WHAT HAPPENED?
YOU GOT SAPPED... THEY WERE GOING TO ROLL YOU ... MAYBE KILL YOU, TOO!
HAPPENS A LOT. WHEN IT PENETRATED HOW GREEN YOU WERE, MIKE AND I DECIDED TO FOLLOW YOU LOVE-BIRDS. GLAD WE DID!
THANKS, GUYS. THANKS A LOT.
MARKS
NO SWEAT, KID. NEXT TIME YOU'LL KNOW BETTER.


YOU WANT TO GO BACK TO THE BAR?
NAH. LET'S FIND A HOTEL AND GET SOME PRIME SACK TIME.

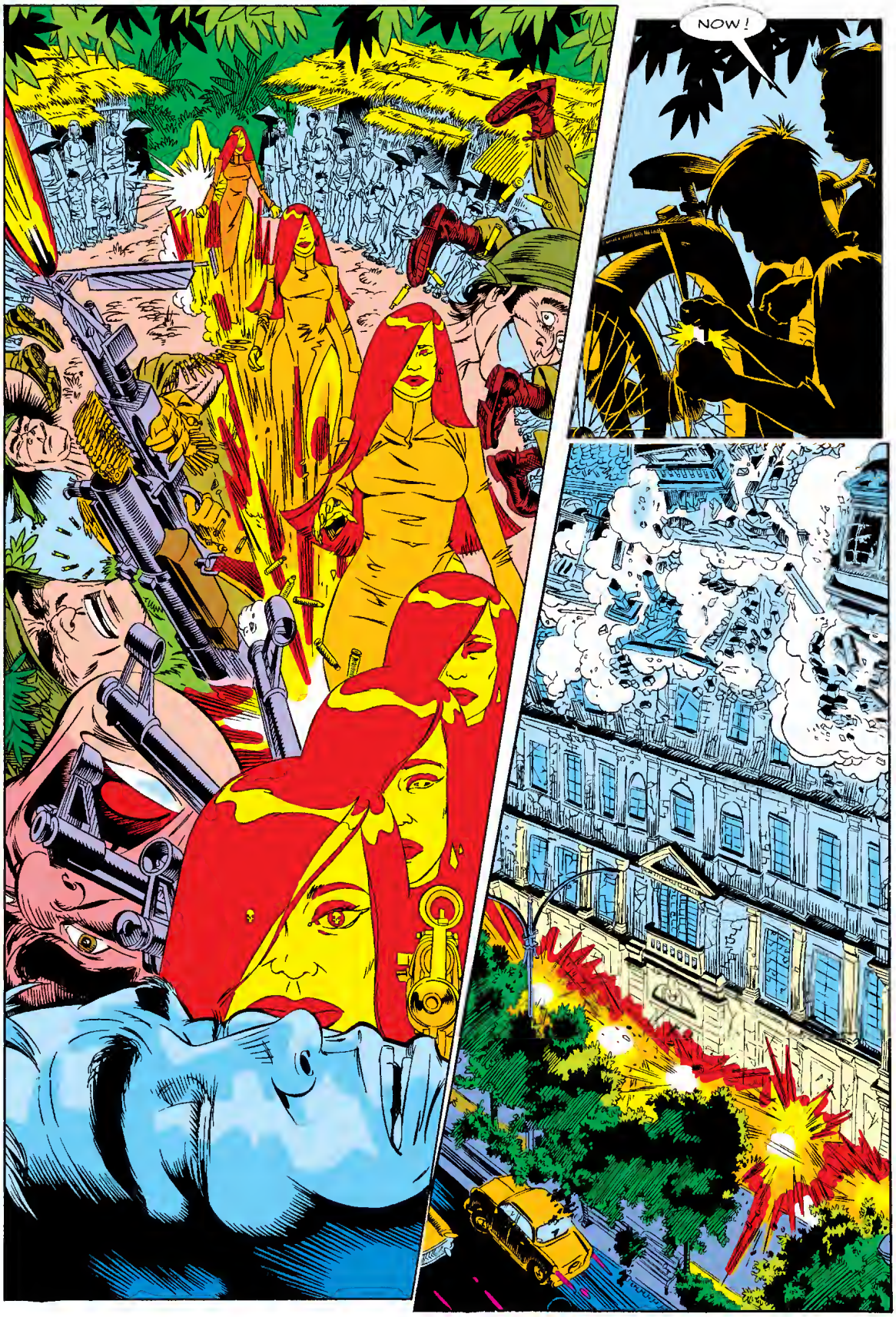

THE
QUEE
ANNE

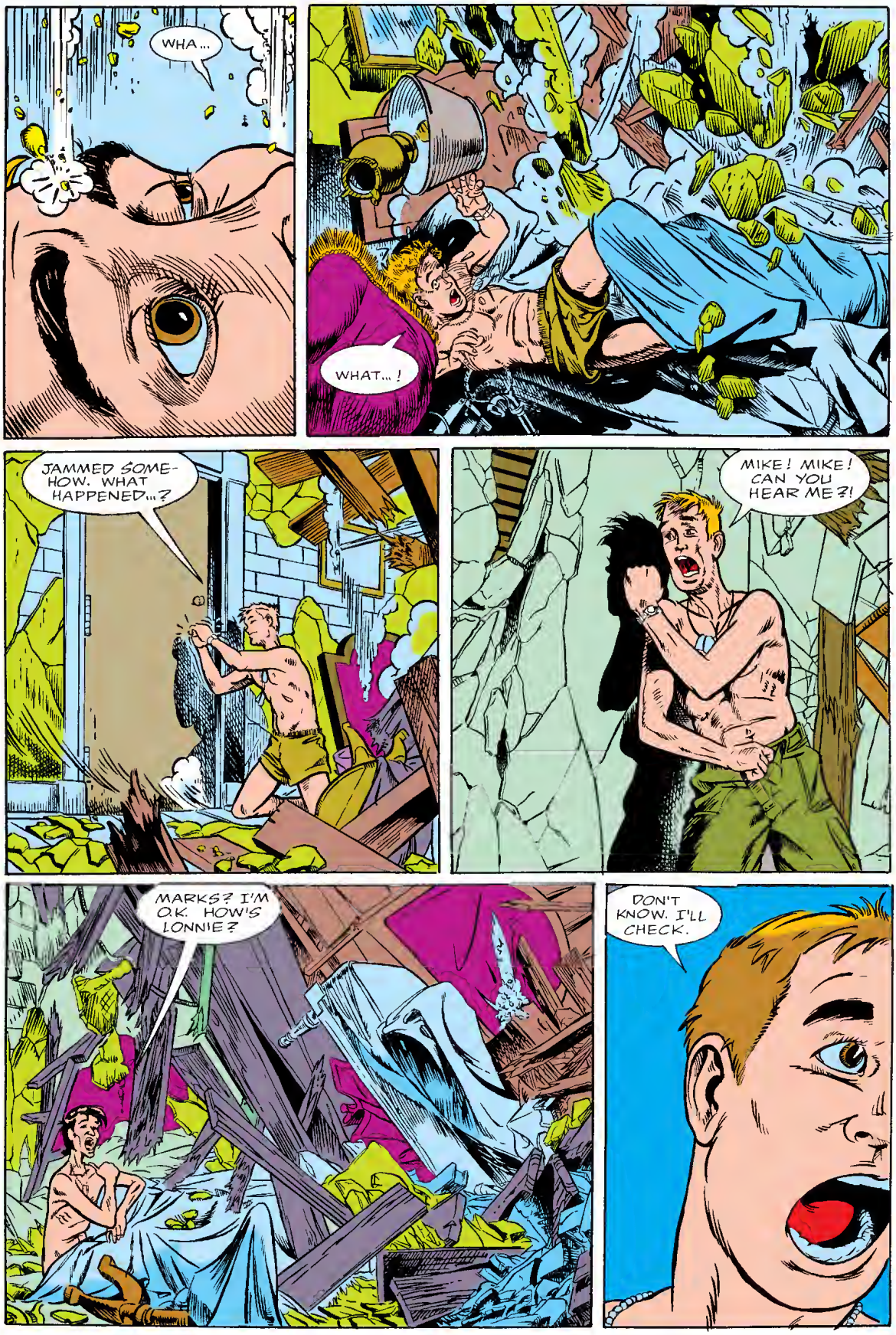

YEAH--THIS IS MORE LIKE IT!

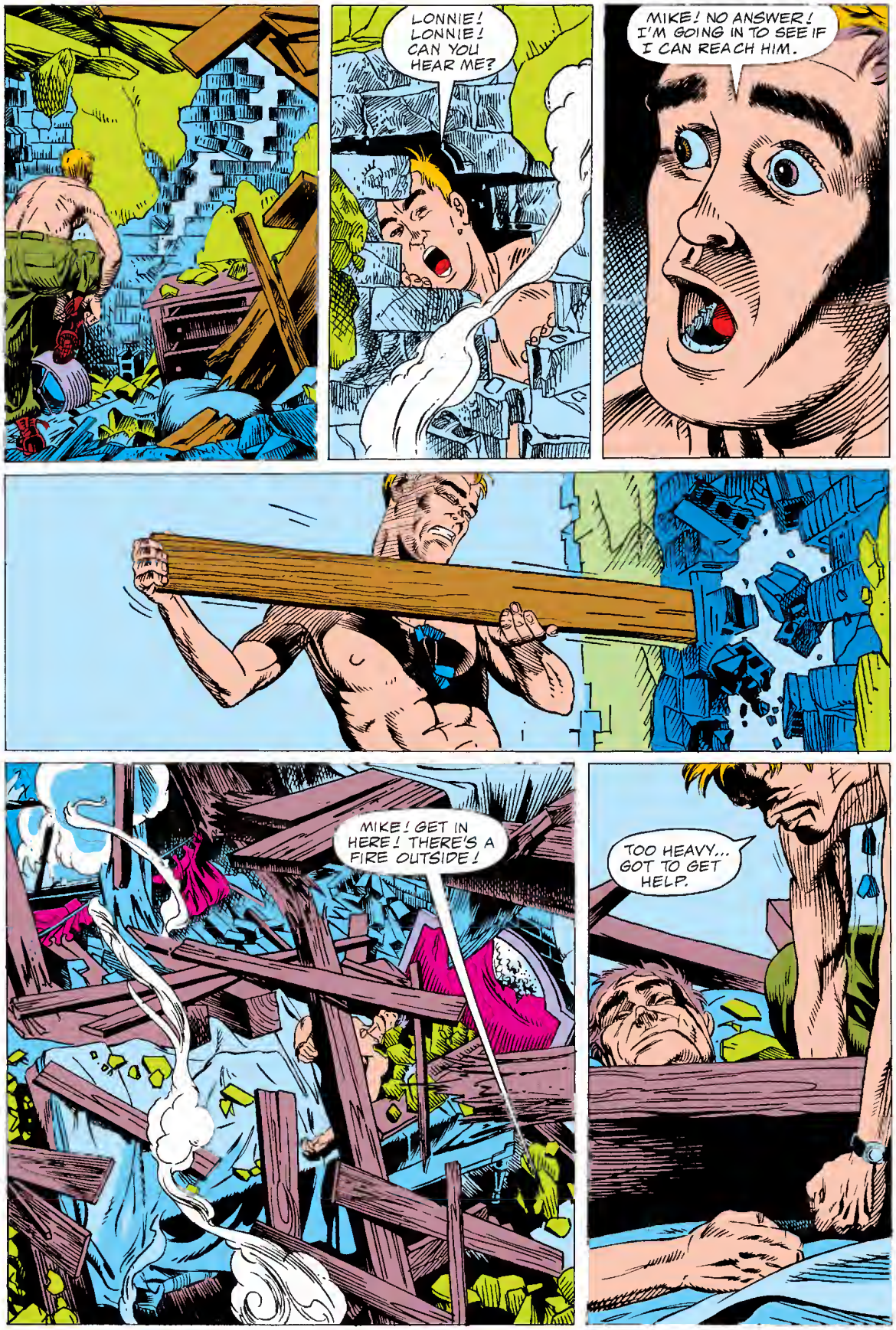

GOODNIGHT, GUYS, THANKS AGAIN.
PLEASANT DREAMS, KID.

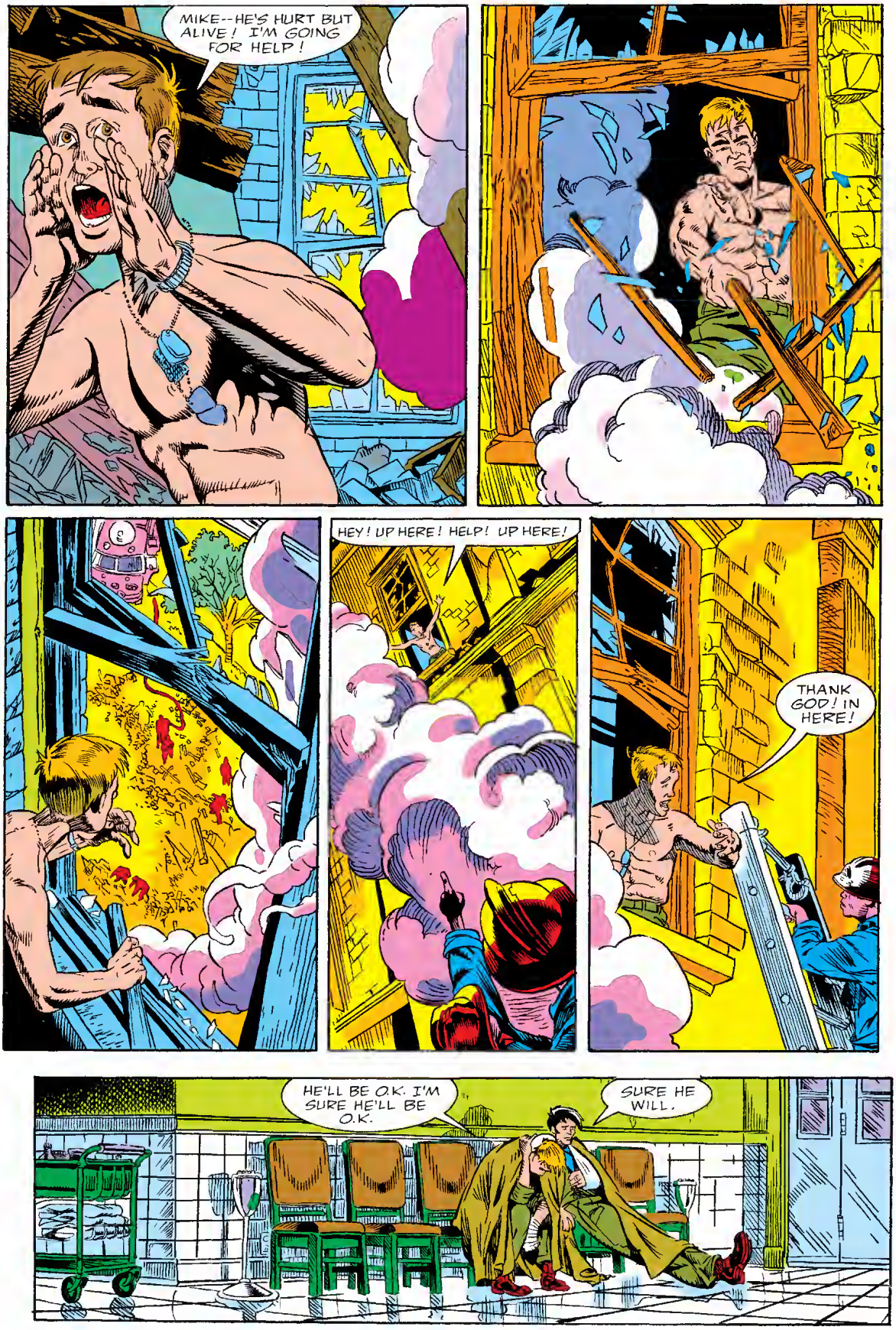

WOW-- REAL SHEETS -- IT'S BEEN SO LONG.

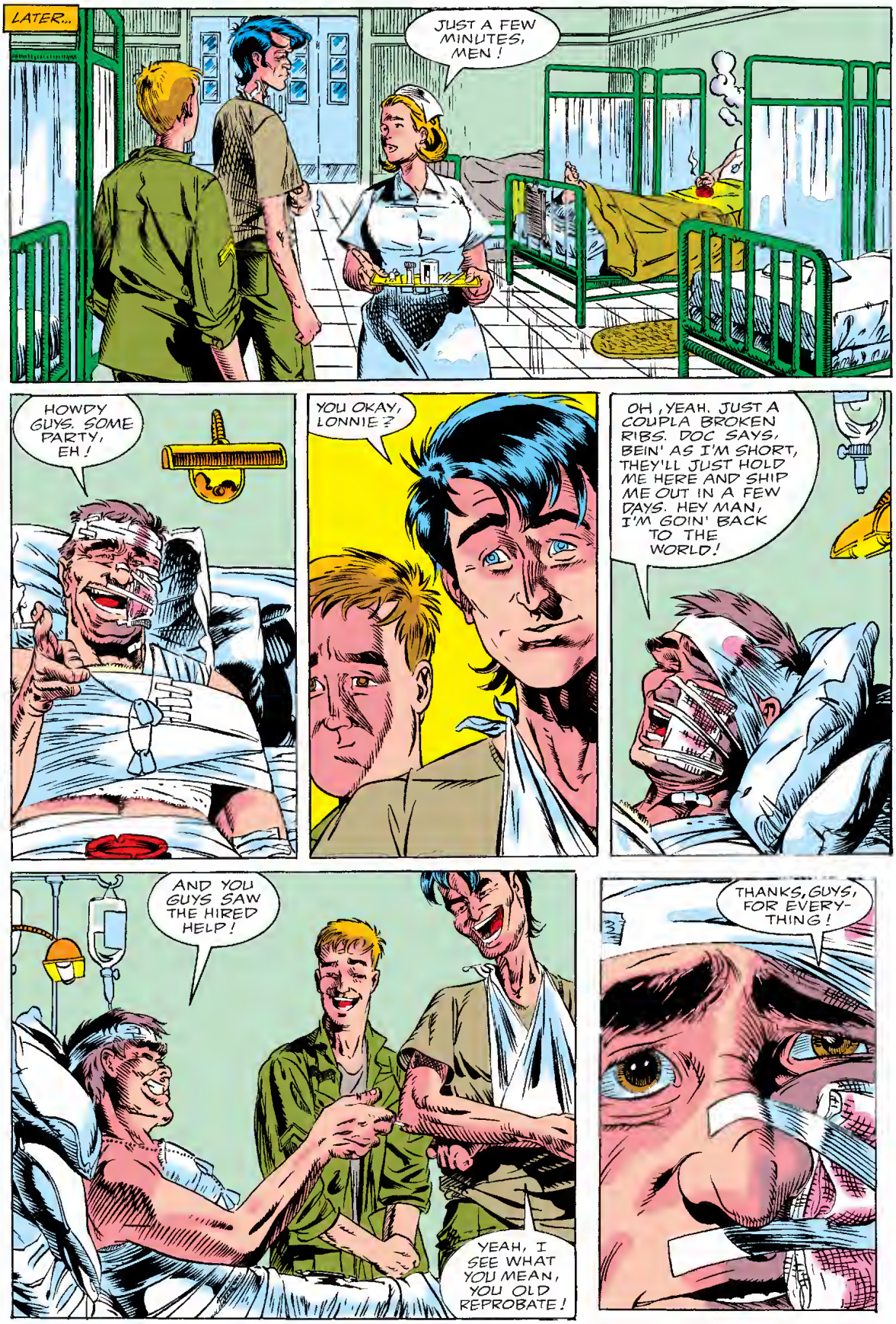

HOTEL

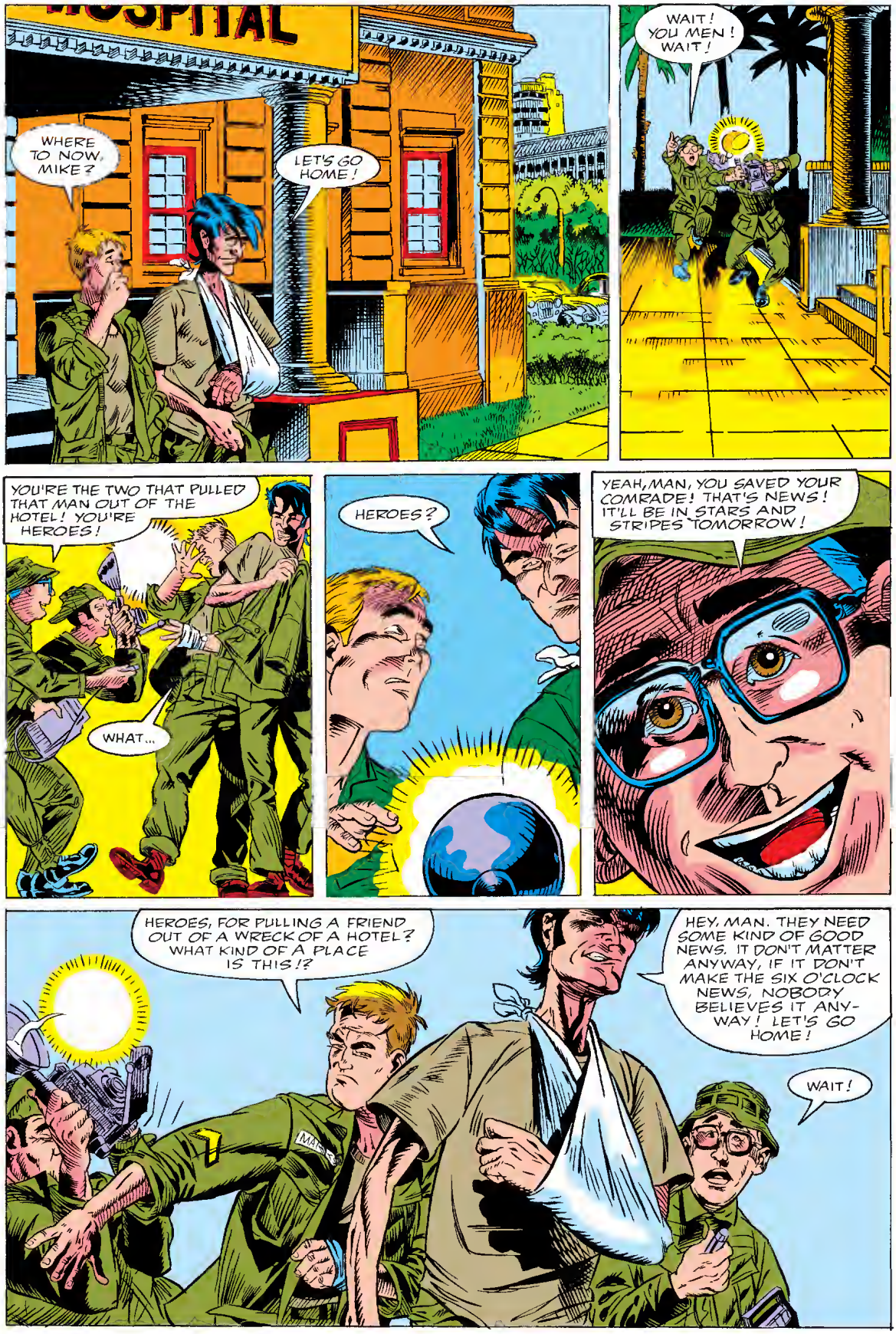

NOW!

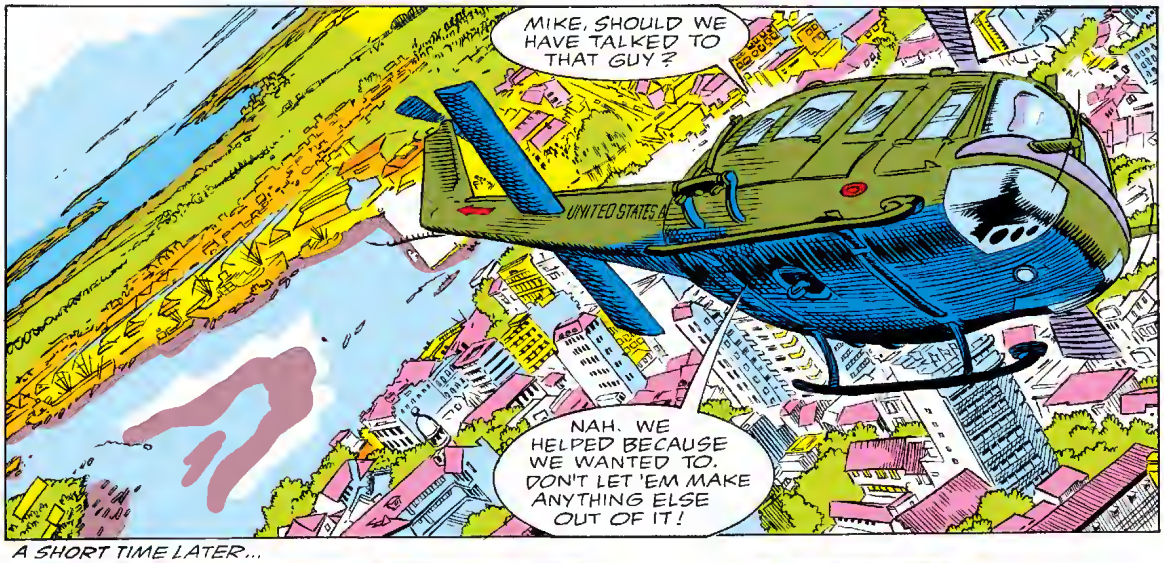

WHA...
WHAT...!
JAMMED SOME-HOW. WHAT HAPPENED...?
MIKE! MIKE! CAN YOU HEAR ME?!
MARKS? I'M O.K. HOW'S LONNIE?
DON'T KNOW. I'LL CHECK.


LONNIE! LONNIE! CAN YOU HEAR ME?
MIKE! NO ANSWER! I'M GOING IN TO SEE IF I CAN REACH HIM.
MIKE! GET IN HERE! THERE'S A FIRE OUTSIDE!
TOO HEAVY... GOT TO GET HELP.

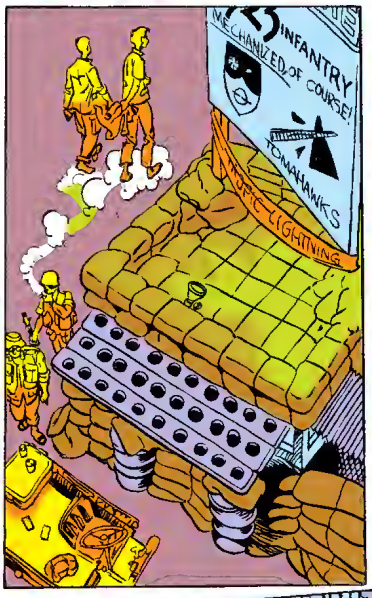

MIKE--HE'S HURT BUT ALIVE! I'M GOING FOR HELP!
HEY! UP HERE! HELP! UP HERE!
THANK GOD! IN HERE!
HE'LL BE O.K. I'M SURE HE'LL BE O.K.
SURE HE WILL.

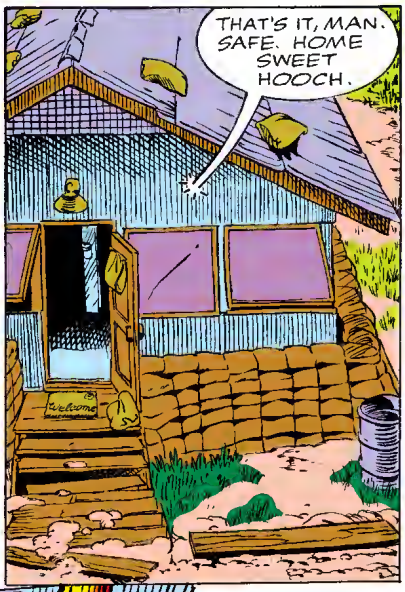

LATER...
JUST A FEW MINUTES, MEN!
HOWDY GUYS. SOME PARTY, EH!
YOU OKAY, LONNIE?
OH, YEAH. JUST A COUPLA BROKEN RIBS. DOC SAYS, BEIN' AS I'M SHORT, THEY'LL JUST HOLD ME HERE AND SHIP ME OUT IN A FEW DAYS. HEY MAN, I'M GOIN' BACK TO THE WORLD!
AND YOU GUYS SAW THE HIRED HELP!
YEAH, I SEE WHAT YOU MEAN, YOU OLD REPROBATE!
THANKS, GUYS, FOR EVERY-THING!

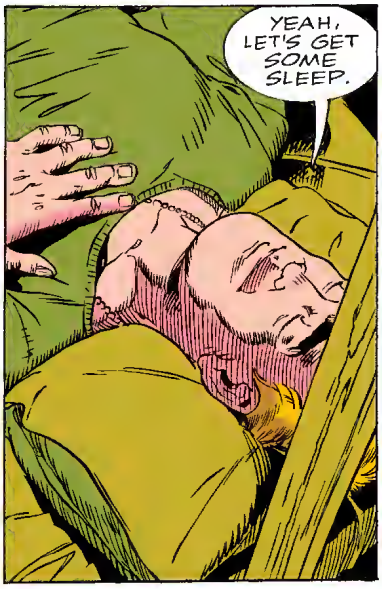

HOSPITAL
WHERE TO NOW, MIKE?
LET'S GO HOME!
WAIT! YOU MEN! WAIT!
YOU'RE THE TWO THAT PULLED THAT MAN OUT OF THE HOTEL! YOU'RE HEROES!
WHAT...
HEROES?
YEAH, MAN, YOU SAVED YOUR COMRADE! THAT'S NEWS! IT'LL BE IN STARS AND STRIPES TOMORROW!
HEROES, FOR PULLING A FRIEND OUT OF A WRECK OF A HOTEL? WHAT KIND OF A PLACE IS THIS!?
HEY, MAN. THEY NEED SOME KIND OF GOOD NEWS. IT DON'T MATTER ANYWAY, IF IT DON'T MAKE THE SIX O'CLOCK NEWS, NOBODY BELIEVES IT ANY-WAY! LET'S GO HOME!
WAIT!

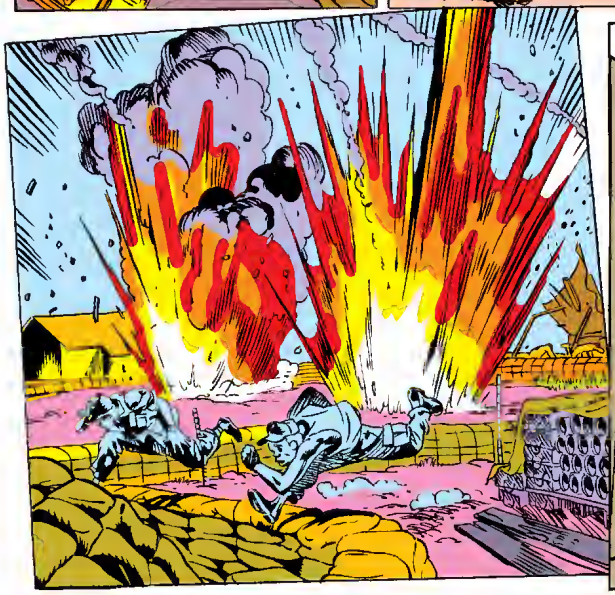


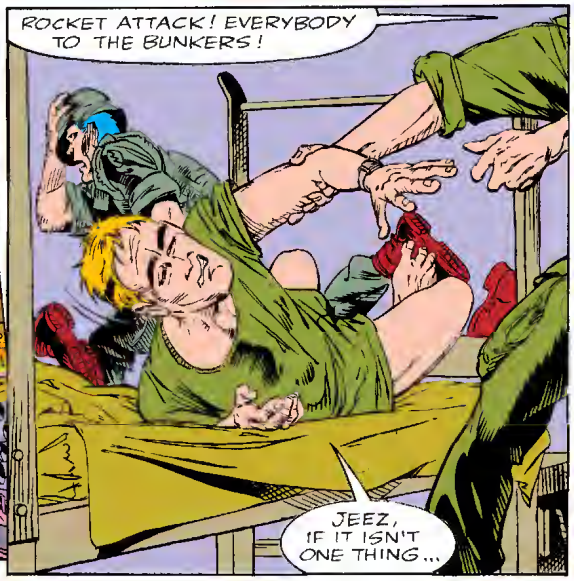
A SHORT TIME LATER...











LARRY HAMA
EDITOR

PAT REDDING
ASSISTANT EDITOR

INCOMING

℅ MARVEL COMICS GROUP
387 Park Avenue South
New York, New York 10016

Dear Mr. Hama and Ms. Redding:

After reading the first issue of THE 'NAM, I have become interested and curious about this new comic. My father was in Vietnam, and I was surprised to see him able to relate similar experiences which this comic had reminded him of. The artwork and the story of over-emphasizing the characters, their looks and actions, brings out their characters in stress situations. Compliments to Michael Golden and Armando Gil.

This comic is definitely touching on aspects which other comics miss with ideas like using real time and basing stories on actual historical facts. I am looking forward to following Ed Marks, Mike Albergo, Crews and the rest of the 23rd through their tour in THE 'NAM.

David Lies
241 N. Doris
Wichita, KA 67212

Mr. Hama:

Congratulations on your new project, THE 'NAM. It's about time someone told the folks back here in the world just how dinkee dow the whole scene over there really was. I did my turn in '67/'68 as an O-2 at Trai Duc Co camp on the Cambodian border. Like your art, loved the story line.

So much for the love letter, now for why I'm writing. While Hanoi Hannah and Jane Fonda would like to have had us believe that the Viet Cong from the southern part of Vietnam were the enemy, the real enemy were the North Vietnamese. Most VC units were really staffed with an assigned core of NVA and fleshed out with often-unwilling local conscripts. Your use of the Cong, and your show of the Viet Cong superimposed on the outline of North Vietnam serve to further confuse the issue.

I would hope that you could give some background on how the whole war developed starting with the French and our own early involvement in the fifties.

Keep up the good work, I'll be with you for the whole war.

James J. Berryhill, Ph.D.
1787 LaVista Road N.E.
Atlanta, GA 30329

The use of the VC flag was deliberate, in '66 'Charlie' was definitely the enemy, only later did the general perception of the situation change. As for background of the early days, we'll try to work it in, but only as background, it would not make it as part of the ongoing story.

Dear Mr. Hama:

I have just finished your first issue of THE 'NAM and I am pleased.

Some of the background shots looked all too familiar, even after all these years, and the story was a very familiar one to any one who was ever the (Greenie) in any outfit anywhere.

I hope to see this magazine continue to tell the true story (as close as you can within the code). Some truth may come through. War is not a game, it is not "RAMBO" or "G.I. JOE." It means blood, sweat, and pain, eventually death or maiming if you're not lucky.

You said that some or all of the characters go back to the world after twelve issues, perhaps you could also tell what happened after they came home to the land of the big P.X.

I know the way it was for me, I was there from 1/65 to 4/66 before I was wounded and evacked out. I wish you a long and successful run and till it's time to go, *MAKE MINE MARVEL* (I have since 1961).

C.R. LeBree ex. SFC (Sgt. First Class)
5th S.F.G.A. U.S.A. (ret)

Dear Editor:

THE 'NAM is different from any war comic I've ever read. It bears a closer relationship to some recent war films than it does to Sgt. Fury or Sgt. Rock, instead of simplistic combat action and one dimensional soldiers who exist only to blow away the enemy. Doug Murray and Michael Golden have created a story about what modern warfare really is—boredom, dirty work, fear, and of course, the conflict itself. For some of these youths, war is their first experience away from home. After basic training, they get on a plane in America, and, a few hours later, they're in the thick of fighting for their lives in a foreign land. Quite an ambitious approach for a "funny book."

It's no wonder that Viet Nam, a war which changed our whole perception of war, couldn't be shoehorned into the standard 'war comic' genre. Nowhere in the story is there even the slightest hint of self-righteousness. The enemy is never portrayed as evil or monstrous, in fact, they remain unseen throughout the story—a literary tactic, which when employed in propaganda, is designed to dehumanize the enemy and thereby make them easier to hate and kill, but here actually serving to make war more baffling.

THE 'NAM is among the best of today's comics. Along with Starstruck, "Moonshadow," and the Elektra mini-series, the 'Nam proves that Marvel is still daring and ready to experiment, despite the stranglehold super hero titles have on the market. Unmay be too far off the center for the regular comics market. Every time a really good comic comes out, my initial pleasure is tempered by the fear that, like countless worthy predecessors, it will fail to find an audience. THE 'NAM isn't super heroes, it's not "G.I. JOE," it's not Rambo, it doesn't feed the ten-year-old's simple hero-versus-villain action, and, of course, adults won't look at it because, as everyone knows, a story told with pictures can't be mature, serious, or artistic (I'm glad Stanley Kubrick hasn't gotten the news about *that* yet). The problem is that it's too grown up and subtle for the traditional audience of kids; no matter how good it is, the adults just don't check out what's happening in comics, so they never hear of it. I guess what I'm saying is that I can't believe a good this quiet and offbeat will hit big. I just hope sales will be good enough to allow Murray and Golden to finish what they've started.

Malcom Warren
81 Green St.
Brattleboro, VT 05301

Dear Doug Murray and Michael Golden:

I would like to extend my heartfelt congratulations on your comics. THE 'NAM, which I've just received. Let me tell you, it's one of the best I have read for a *very* long time! What can one say? A comic that stirs me to write a letter has got to be very special (first time too!). It's that irresistable combination of a very good and entertaining story coupled with beautiful(!) artwork (by my favorite artist) dealing with a subject close to my heart (not to mention land, Malaysia being quite near). As a rule, I never read War comics, mainly because they're just plain unbelievable (squad kills thousands of Nazis without taking any casualties).

THE 'NAM is like a blast of fresh air. The jargon used, situations, military procedures all give an air of rugged realism throughout the story. The payoff is that I actually believe that PFC Marks really existed and was there! Don't change a thing!

Thanks for your time, and keep on writing and drawing fantastic stories like THE 'NAM #1, "First Patrol."

Tan See Teng
6, Church St.
10200 Penang,
Malaysia

Dear Larry and Pat;

I've just finished my copy of THE 'NAM, I loved it. I can tell this is going to be a good venture. It's about time somebody in the comic world created an honest, insightful Vietnam series like this. You have my devotion. I'm going to be looking for you and following you all the way. People need to know and remember Vietnam. It *did* happen. I remember growing up in the '60's and watching the news with my dad, seeing troop advancement on the maps, Nixon speeches, and the various antiwar movements at home. My own brother was drafted and reluctantly went. It was probably hardest on my Mom, with two kids growing up in the Vietnam era.

Obviously, I know a little, perhaps from you I'll learn something more. I don't judge the rights and wrongs of our government. I just hope she's right. Vietnam was all over when I joined the Marines (or is it), but I do remember. I stand behind you and this country. Give it to us, and give it good.

William Krull
P.O. Box 3719
Mpls., MN 55403

Larry and Company:

Wow! THE 'NAM #1 was fantastic! I'm too young to have been in the war, but I read it and was overwhelmed at the obvious attention paid to detail and characterization. I loved the book.

I was so impressed I showed it to my dad who won't read much of anything (comic book wise) except "Groo." The old man was in the first of the Ninth Cavalry (honest to God) and he loved your book.

Basically, the book is every bit as good as I hoped when I first heard about it. The people who were there can look at it and say "Yeah, that's the way it really was," the people who were never there can look at it and say "Yeah, that was the way it really must have been."

Keep up the excellent work. This book is the best thing on the market today. I have no doubt it will remain so. Way to go, guys!

Vince Watkins
RT 1 Box 90
Irwinton, GA 31042

'NAM NOTES

Hello again B's and G's, time again for a couple of words of explanation for jargon used in this book. Listen up, it might help:

HOOCH: Shack, hut, barracks, wherever you lived 'permanently' while in country.

KP: Kitchen Police, cleaning up after troops eat—you know, the dirty work that Mom always does at home.

MP's: Military Police—the army version of our everyday cops.

ROLLED: Robbed. Probably started because people rolled their victims over onto their backs to get at their wallets.

SAPPED: Hit over the head—in this case, usually with a blackjack.

SHORT: Almost at the end of a tour—'short of time (remaining)'.

SPEC 5: Specialist fifth grade. Equivalent to a buck sergeant.

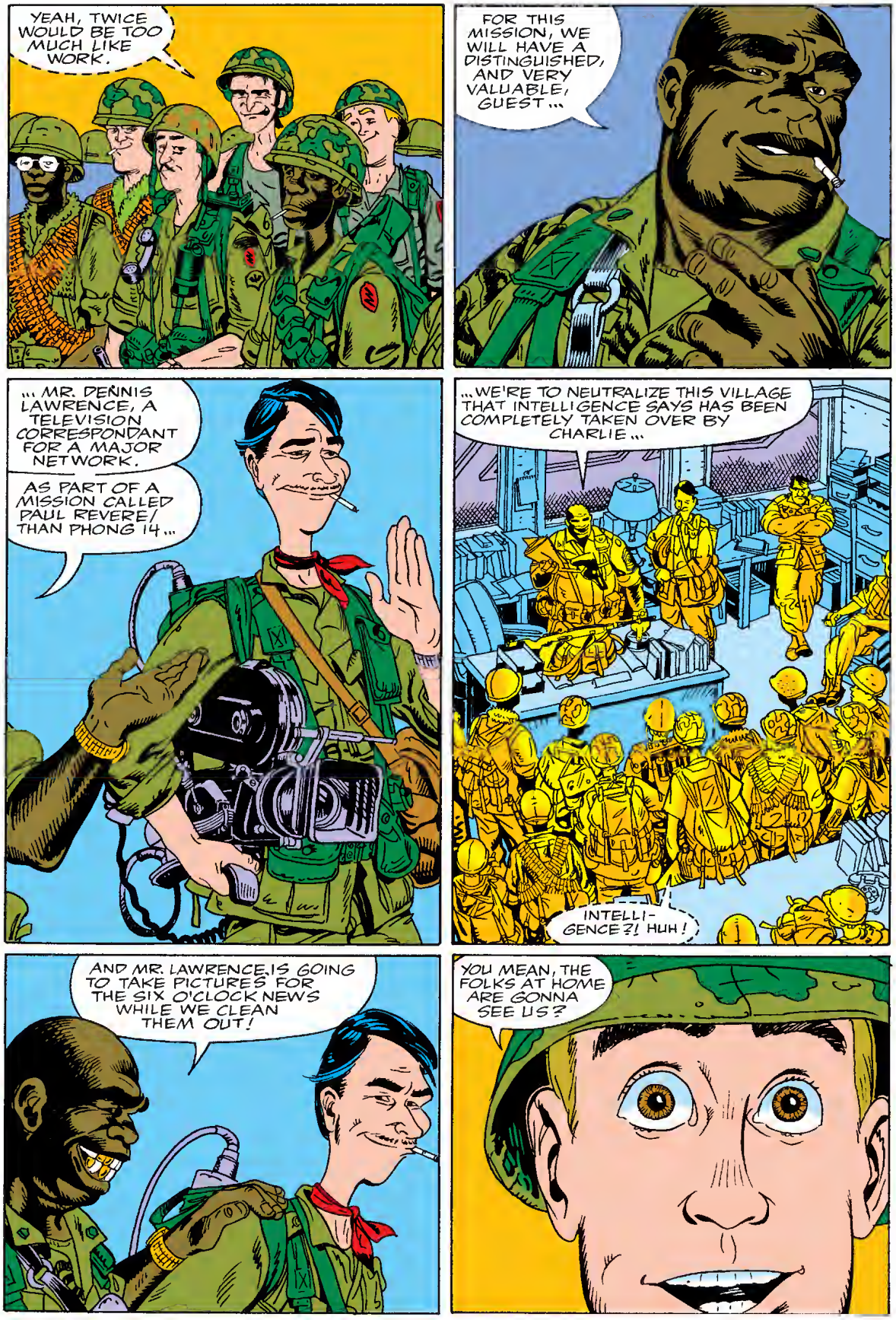
TOP: The First Sergeant. Top Sergeant of a unit.

the WORLD: Home, the good old US of A.

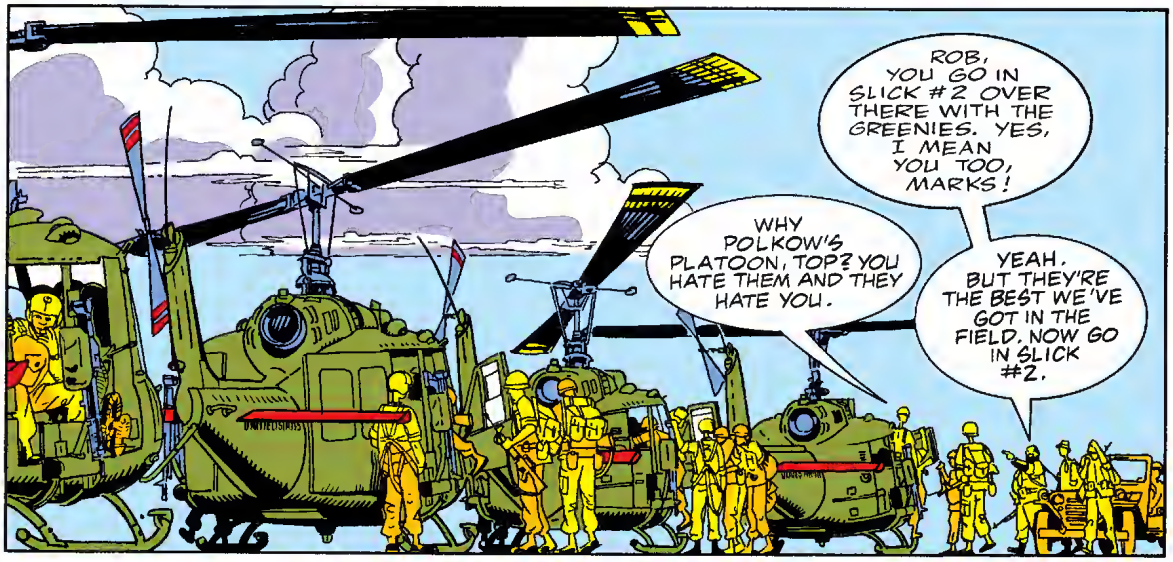

MARVEL
25TH
ANNIVERSARY
THE 'NAM
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UNITED STATES ARMY
UNITED STATES ARMY



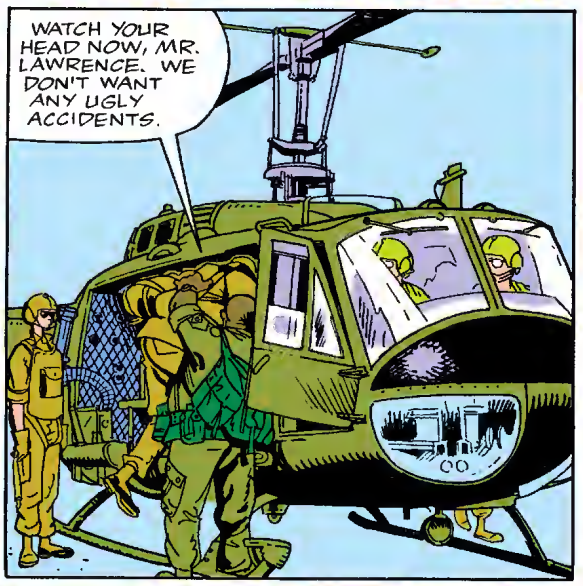
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YEAH, TWICE WOULD BE TOO MUCH LIKE WORK.
FOR THIS MISSION, WE WILL HAVE A DISTINGUISHED, AND VERY VALUABLE, GUEST...
...MR. DENNIS LAWRENCE, A TELEVISION CORRESPONDANT FOR A MAJOR NETWORK.
AS PART OF A MISSION CALLED PAUL REVERE/ THAN PHONG 14...
...WE'RE TO NEUTRALIZE THIS VILLAGE THAT INTELLIGENCE SAYS HAS BEEN COMPLETELY TAKEN OVER BY CHARLIE...
INTELLI-GENCE?! HUH!
AND MR. LAWRENCE IS GOING TO TAKE PICTURES FOR THE SIX O'CLOCK NEWS WHILE WE CLEAN THEM OUT!
YOU MEAN, THE FOLKS AT HOME ARE GONNA SEE US?


THAT'S RIGHT, MARKS, WE'RE ALL GOING TO BE ON T.V.!
YOU'RE REALLY GOING TO SHOOT US FOR THE FOLKS AT HOME, MR. LAWRENCE?
I REALLY AM-- AND PLEASE, CALL ME DENNIS!
ADQUARTERS 4/23 INFANTRY (MECHANIZED)
COME ON, ROB, GET YOUR BUTT IN GEAR, WE DON'T HAVE ALL DAY!
BUT TOP, IN BROAD DAYLIGHT? IS THAT A GOOD IDEA?
NAH, THIS IS FROM INTELLIGENCE, REMEMBER? I'LL BE SURPRISED IF WE SEE A SINGLE CHARLIE.
BESIDES, THE PICTURES WILL BE SO MUCH BETTER IN THE SUN. BE SURE TO TAKE GOOD CARE OF MY OFFICE, SGT. POLKOW!

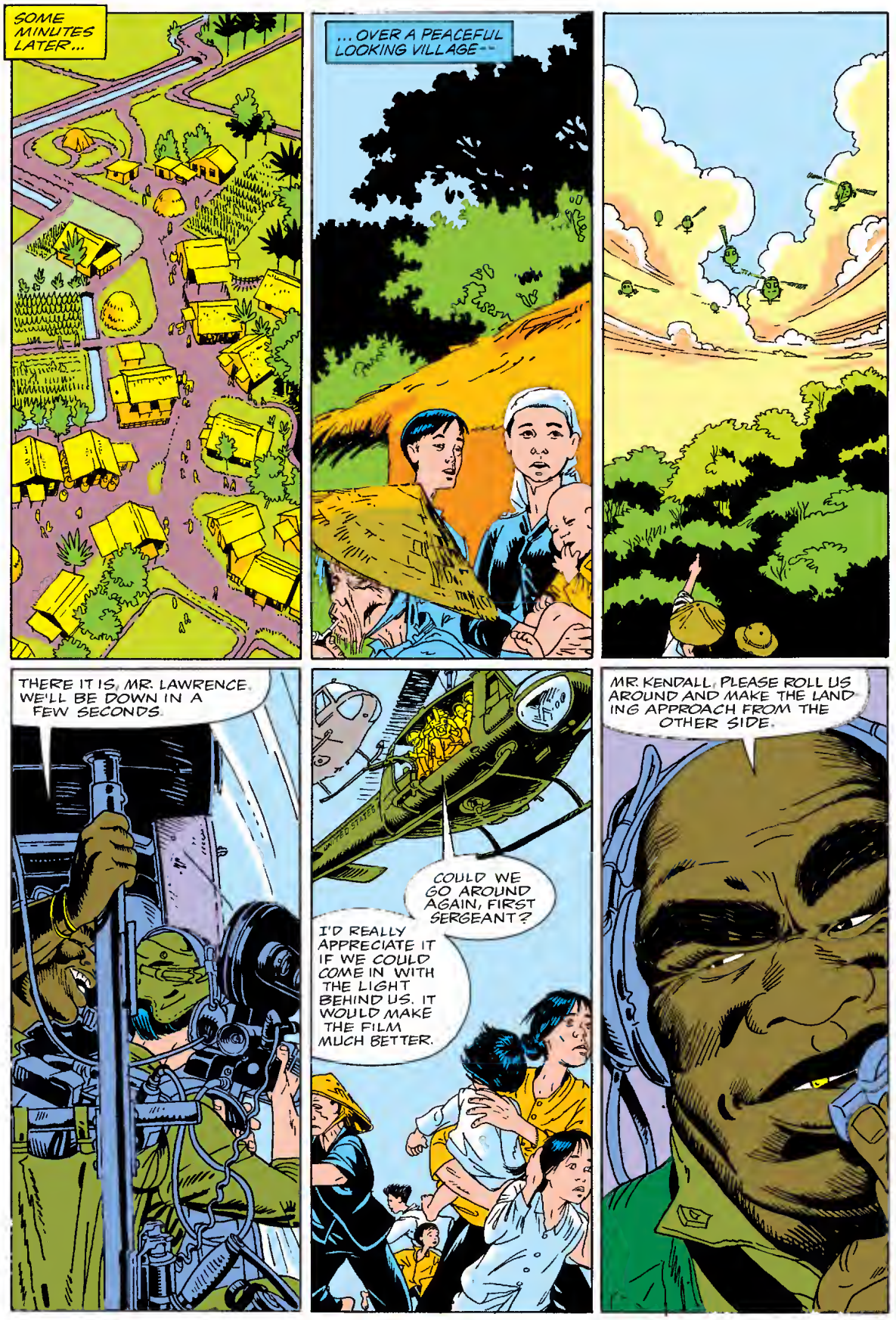

ROB, YOU GO IN SLICK #2 OVER THERE WITH THE GREENIES. YES, I MEAN YOU TOO, MARKS!
WHY POLKOW'S PLATOON, TOP? YOU HATE THEM AND THEY HATE YOU.
YEAH, BUT THEY'RE THE BEST WE'VE GOT IN THE FIELD. NOW GO IN SLICK #2.


GREENIE! I'VE BEEN HERE MORE THAN THREE MONTHS, I'M NO GREENIE!
DON'T LET IT BOTHER YOU, ED. HE'S JUST TRYING TO GET YOUR GOAT.


WATCH YOUR HEAD NOW, MR. LAWRENCE. WE DON'T WANT ANY UGLY ACCIDENTS.

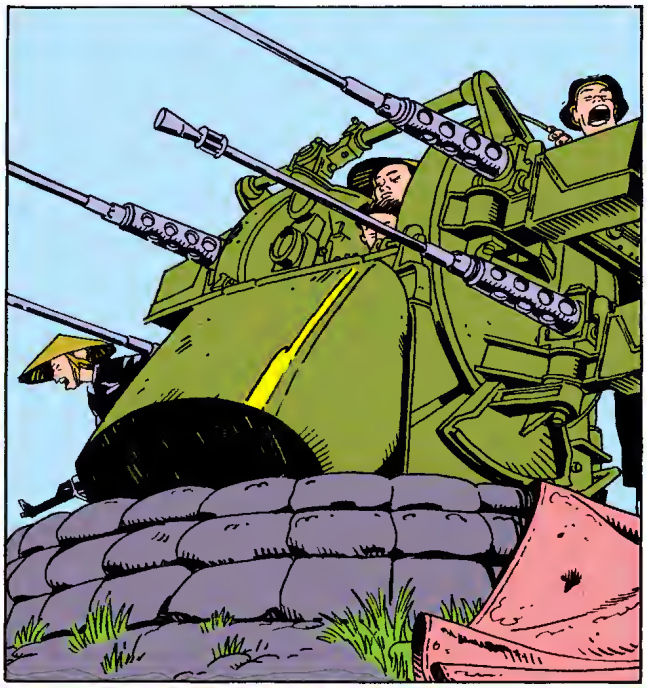



NOW LET'S SEE IF WE CAN GIVE YOU A LITTLE SHOW, MR. LAWRENCE!

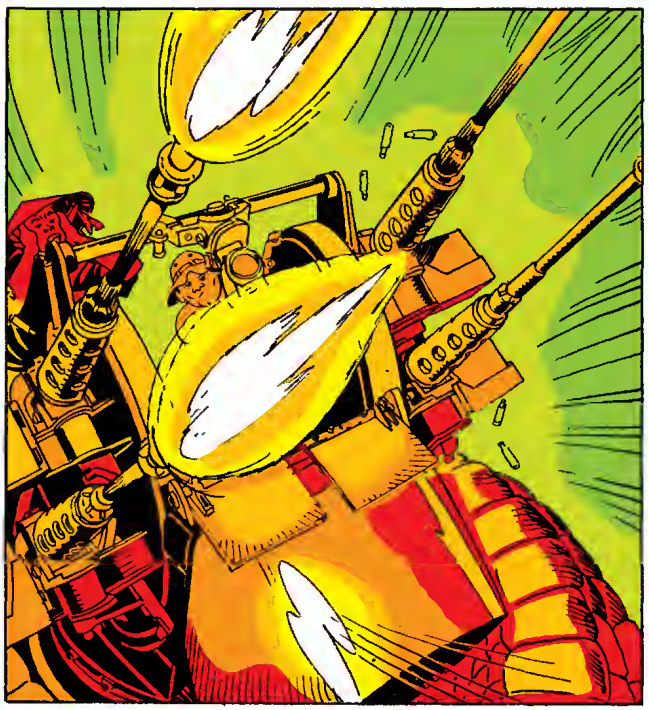

SOME MINUTES LATER...
...OVER A PEACEFUL LOOKING VILLAGE---
THERE IT IS, MR. LAWRENCE. WE'LL BE DOWN IN A FEW SECONDS.
COULD WE GO AROUND AGAIN, FIRST SERGEANT?
I'D REALLY APPRECIATE IT IF WE COULD COME IN WITH THE LIGHT BEHIND US. IT WOULD MAKE THE FILM MUCH BETTER.
MR. KENDALL, PLEASE ROLL US AROUND AND MAKE THE LANDING APPROACH FROM THE OTHER SIDE.

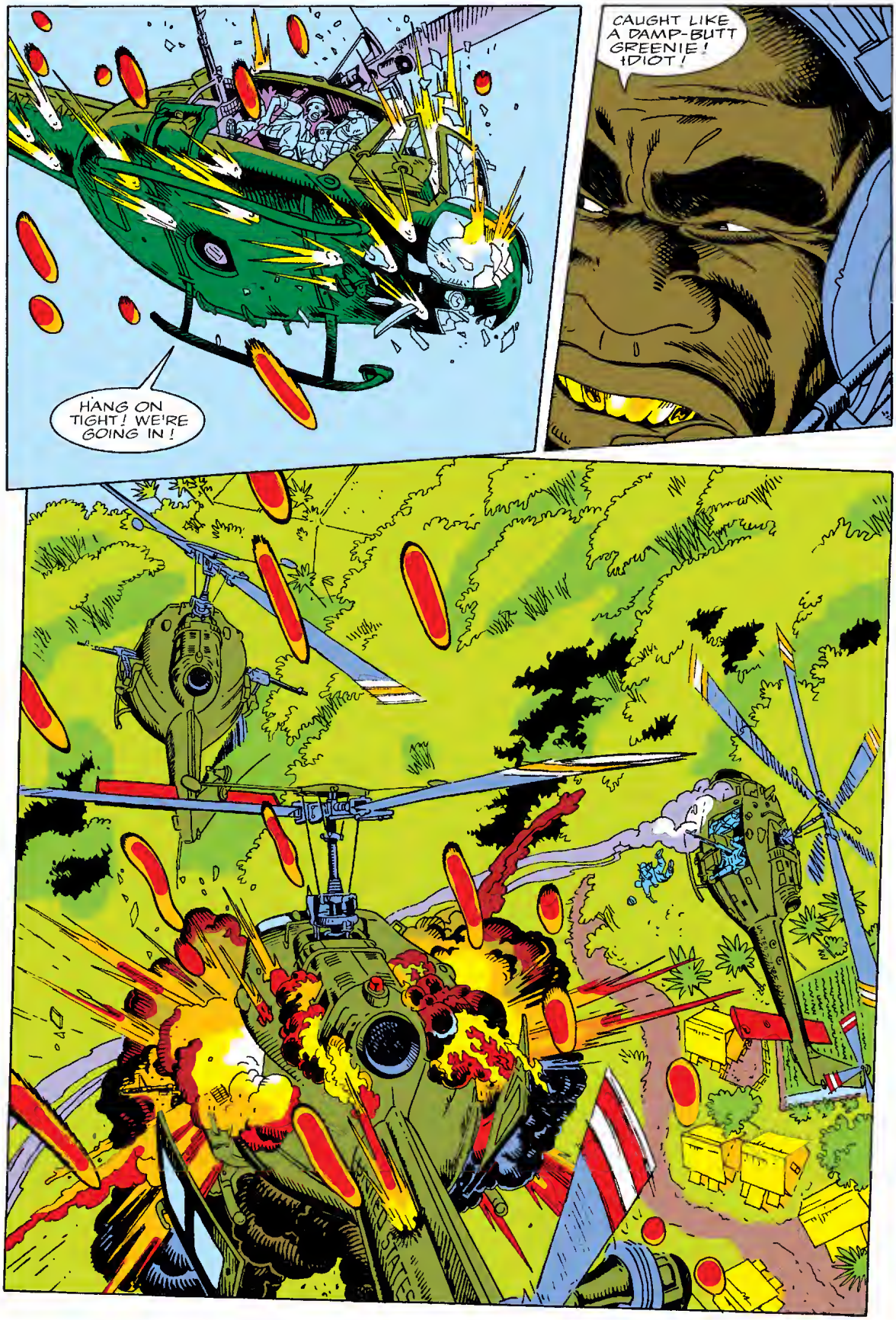


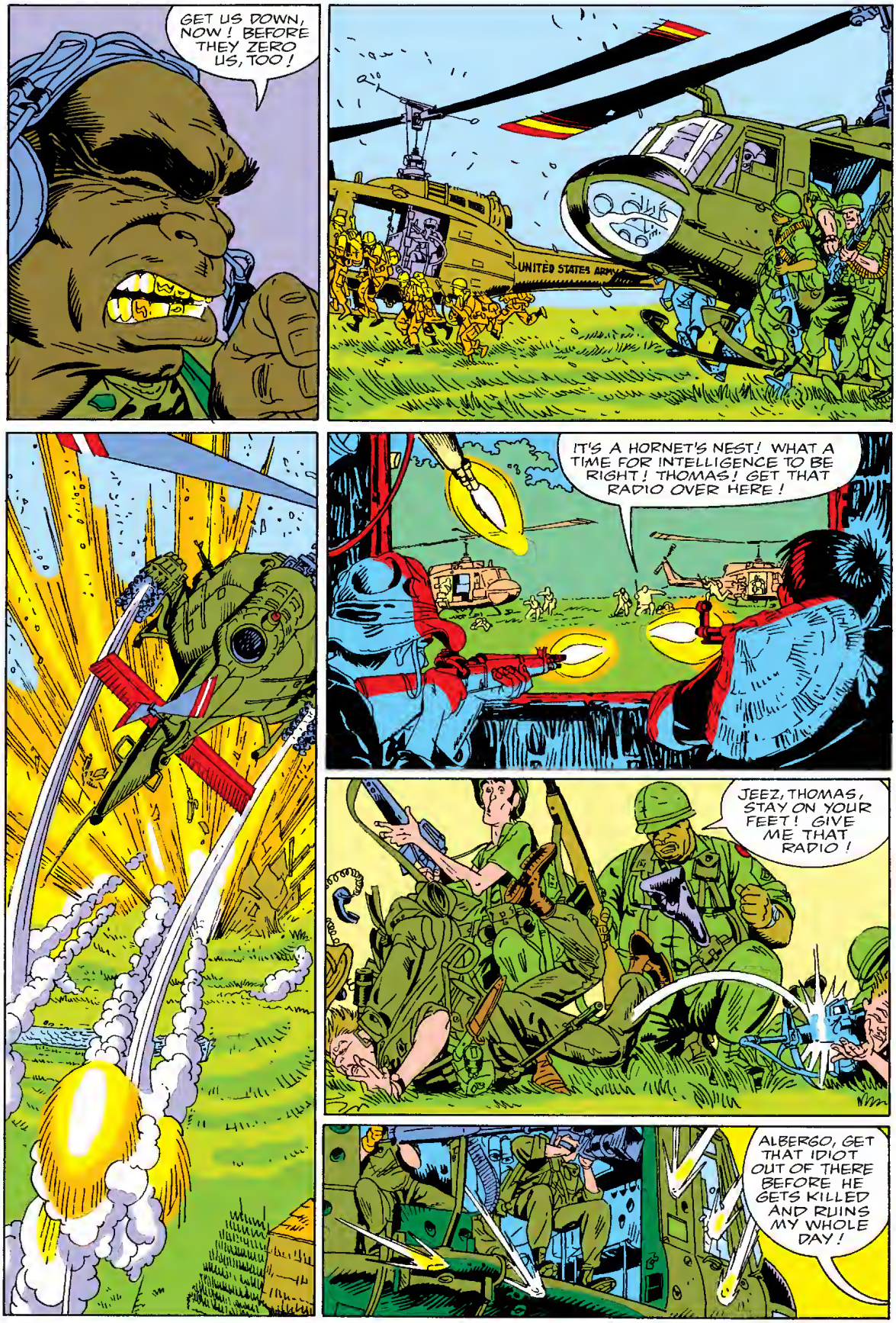

WHAT'RE THOSE ZIPS UP TO...?
THIS IS GREAT!

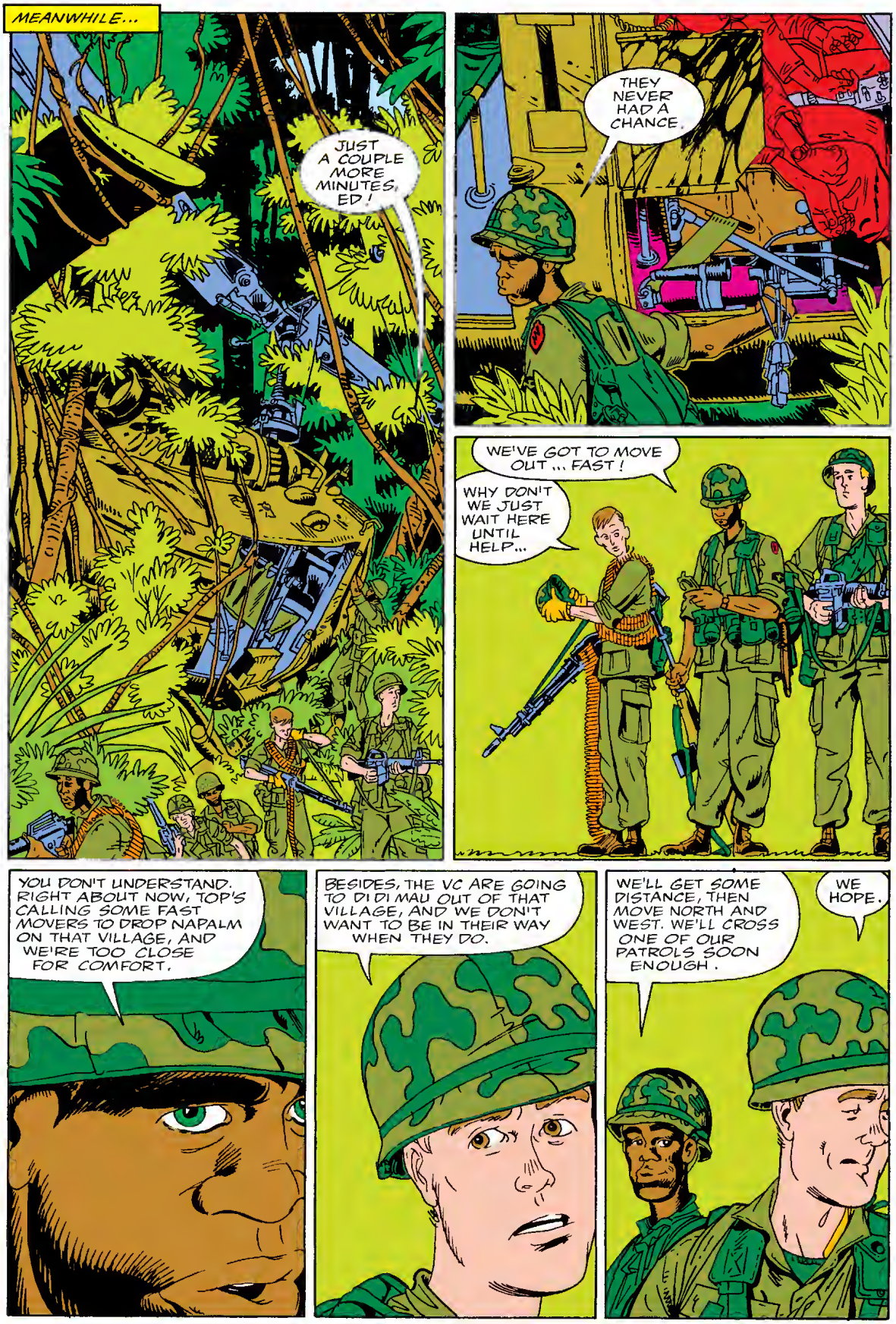



LORD A'MIGHTY! THEY'VE GOT A FREAKIN' QUAD FIFTY! KENDALL, GET US OUT OF THEIR LINE OF FIRE! QUICK!

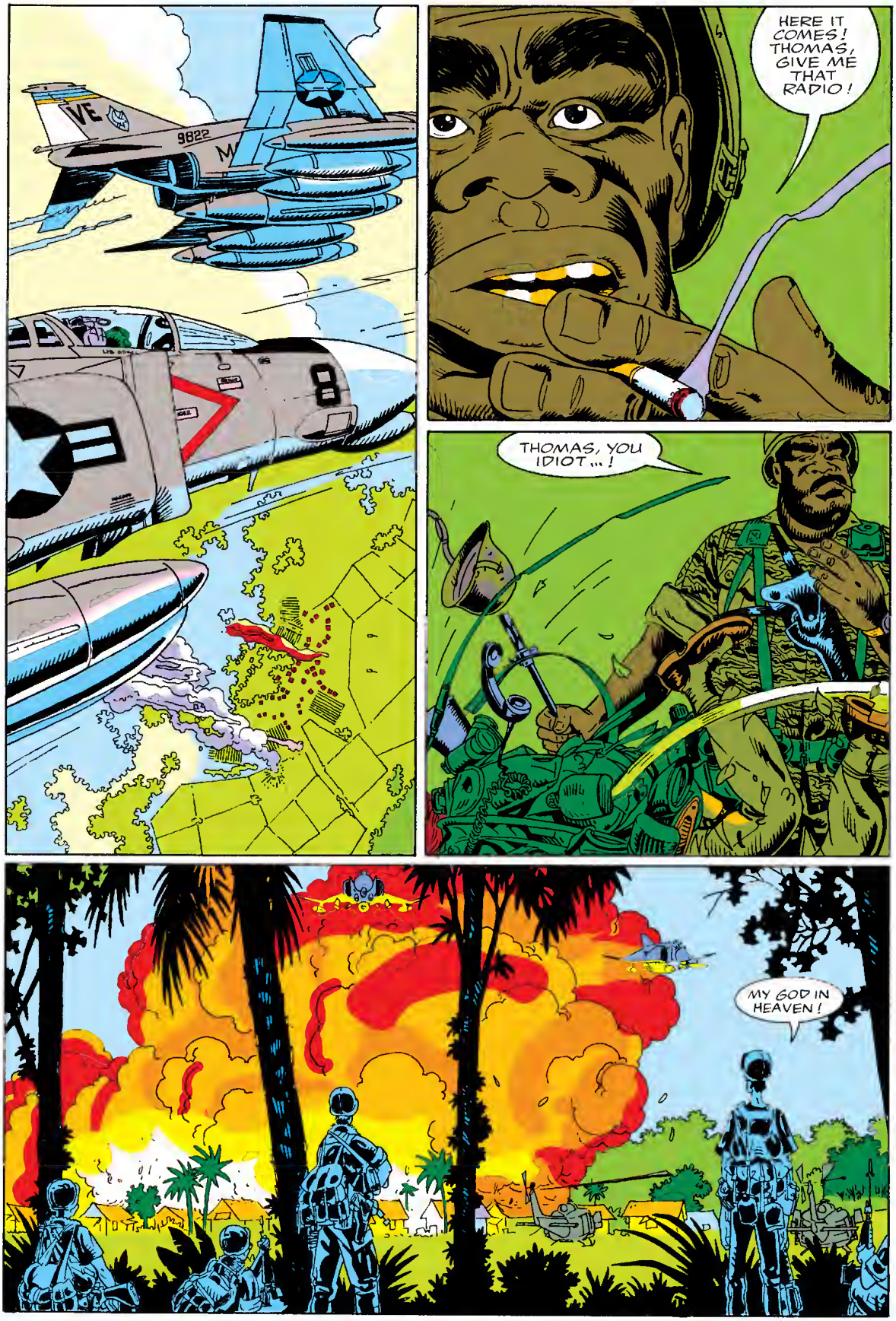


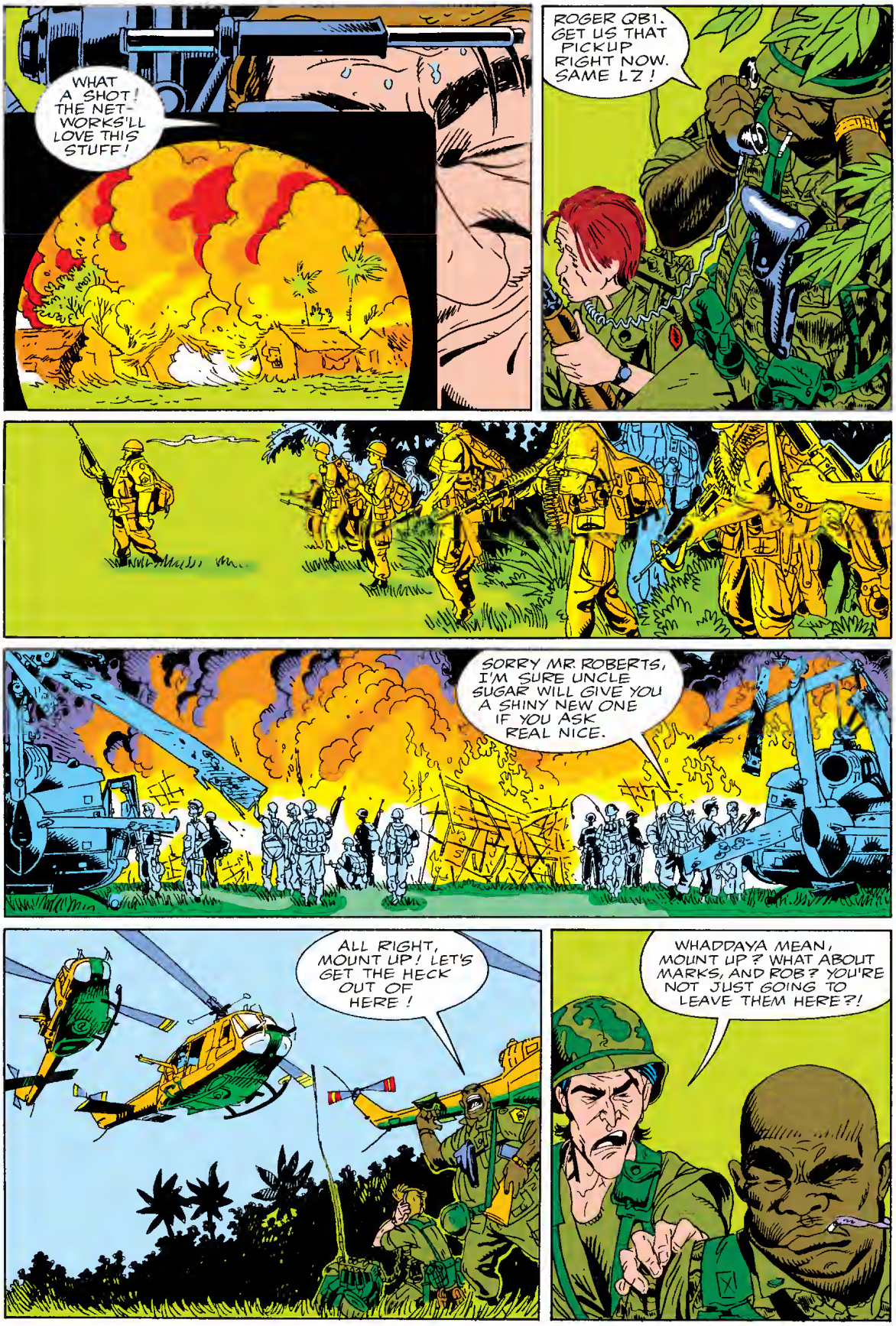

HANG ON TIGHT! WE'RE GOING IN!
CAUGHT LIKE A DAMP-BUTT GREENIE! tDIOT!


GET US DOWN, NOW! BEFORE THEY ZERO US, TOO!
UNITED STATES ARMY
IT'S A HORNET'S NEST! WHAT A TIME FOR INTELLIGENCE TO BE RIGHT! THOMAS! GET THAT RADIO OVER HERE!
JEEZ, THOMAS, STAY ON YOUR FEET! GIVE ME THAT RADIO!
ALBERGO, GET THAT IDIOT OUT OF THERE BEFORE HE GETS KILLED AND RUINS MY WHOLE DAY!


MEANWHILE...
JUST A COUPLE MORE MINUTES, ED!
THEY NEVER HAD A CHANCE.
WE'VE GOT TO MOVE OUT ... FAST!
WHY DON'T WE JUST WAIT HERE UNTIL HELP...
YOU DON'T UNDERSTAND. RIGHT ABOUT NOW, TOP'S CALLING SOME FAST MOVERS TO DROP NAPALM ON THAT VILLAGE, AND WE'RE TOO CLOSE FOR COMFORT.
BESIDES, THE VC ARE GOING TO DI DI MAU OUT OF THAT VILLAGE, AND WE DON'T WANT TO BE IN THEIR WAY WHEN THEY DO.
WE'LL GET SOME DISTANCE, THEN MOVE NORTH AND WEST. WE'LL CROSS ONE OF OUR PATROLS SOON ENOUGH.
WE HOPE.


BACK AT THE VILLAGE...
PULL BACK! INTO THE WOODS! PULL BACK NOW!
YOU TOO! EVERYBODY! INTO THE WOODS!
ARMY
MIKE! PULL THE PIN AND LAY INTO THE VILLAGE -- NOW!


9822
HERE IT COMES! THOMAS, GIVE ME THAT RADIO!
THOMAS, YOU IDIOT...!
MY GOD IN HEAVEN!


WHAT A SHOT! THE NET-WORKS'LL LOVE THIS STUFF!
ROGER QB1. GET US THAT PICKUP RIGHT NOW. SAME LZ!
SORRY MR. ROBERTS, I'M SURE UNCLE SUGAR WILL GIVE YOU A SHINY NEW ONE IF YOU ASK REAL NICE.
ALL RIGHT, MOUNT UP! LET'S GET THE HECK OUT OF HERE!
WHADDAYA MEAN, MOUNT UP? WHAT ABOUT MARKS, AND ROB? YOU'RE NOT JUST GOING TO LEAVE THEM HERE?!

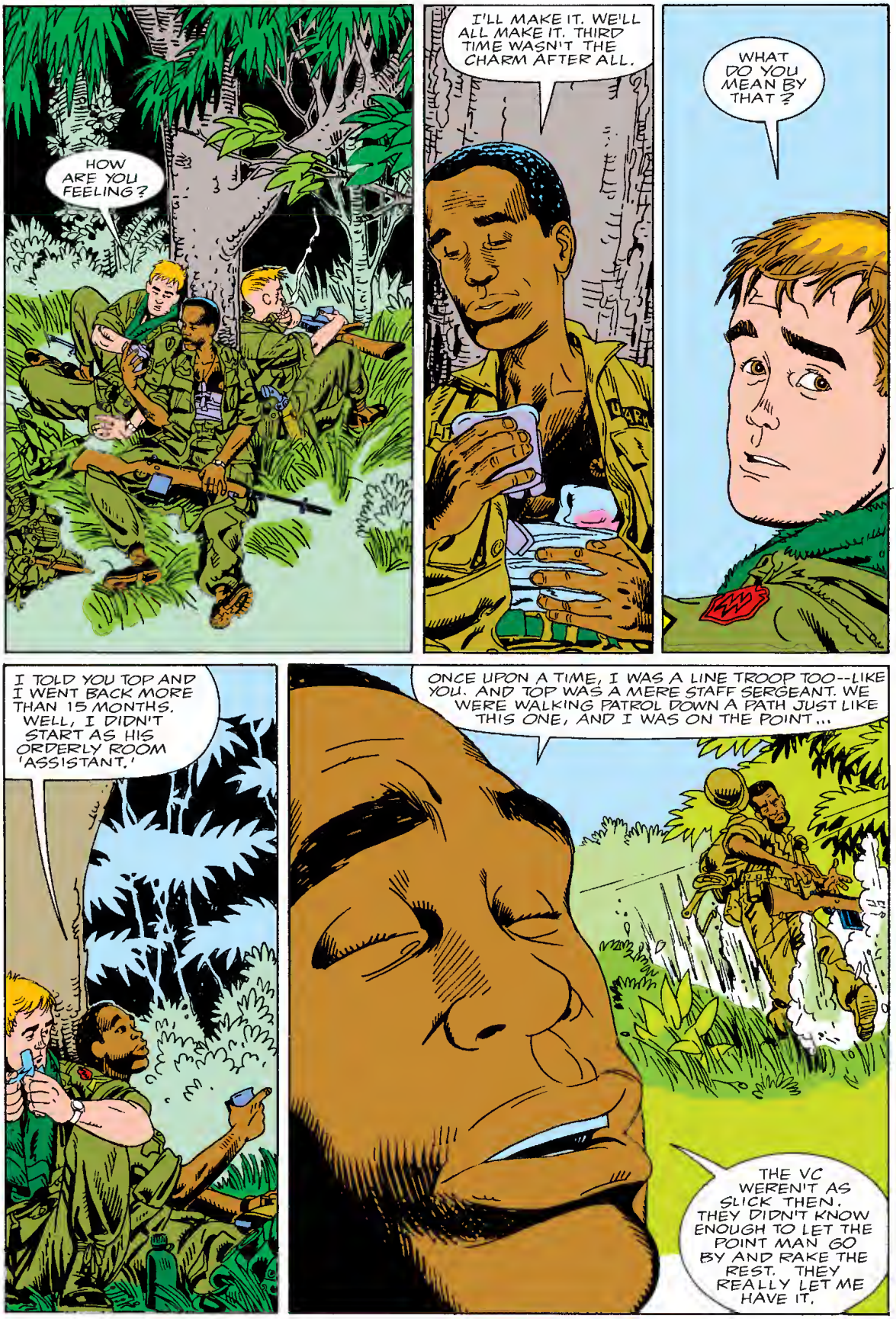

THERE'S NOTHING WE CAN DO NOW -- SPECIALIST ALBERGO. NOW CLIMB ABOARD BEFORE YOU GET IN TROUBLE!
COME ON, MIKE. I'LL START THE WHEELS ROLLING TO GET HELP AS SOON AS WE GET BACK TO BASE. GET ABOARD.
YOU'D JUST BETTER... JUST BETTER.
MEANWHILE, NOT TOO FAR AWAY...
AT LEAST WE WON'T STARVE!
WHAT DO YOU THINK OUR CHANCES ARE, ROB?


NOT TOO BAD.
WITH A BIT OF LUCK, WE'LL BE OKAY.
YOU DID ALL RIGHT TODAY, ED. YOU ACTED LIKE A REAL VETERAN. NO PANIC AT ALL.
THANKS, ROB. YOU DIDN'T DO TOO BAD YOURSELF. HOW COME YOU WERE SO SURE TOP'D ORDER A NAPALM HIT?
EXPERIENCE. HE DID THE SAME EXACT THING THE LAST TIME HE GOT HIMSELF PINNED DOWN, ABOUT 15 MONTHS AGO. TOP IS DEFINITELY A CREATURE OF HABIT.
YOU AND TOP WERE TOGETHER 15 MONTHS AGO?
DAG, TOP AND I WERE TOGETHER FOR LONGER THAN THAT. MAYBE LATER I'LL TELL YOU ABOUT IT, RIGHT NOW, IT'S TIME TO EAT.


THAT'S IT THEN. IF WE CAN MAKE IT A COUPLE OF DOZEN KLICKS THAT WAY, WE'LL WALK RIGHT INTO A FIRST CAV BASE, CAN KHE. THAT'LL GET US HOME ALL RIGHT.
ED, YOU TAKE THE POINT UNTIL WE FIND THAT ROADWAY, THEN WE'LL SWITCH OFF.
ROB!

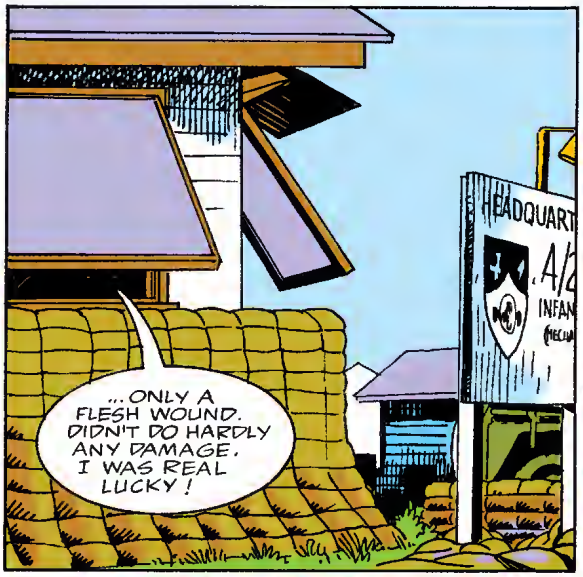

HOLY... !
ROB! I'LL GET THEM ROB!


ROB! IS THAT YOU?
HE'S BACK HERE. THEY'RE BOTH BACK HERE.
NICE JOB, MARKS. A LITTLE JOHN WAYNE THOUGH, DON'T YOU THINK?
GOT THE JOB DONE, THOUGH.
RIGHT ABOUT THAT.
THINK YOU COULD GIVE ME A LITTLE HELP?


HOW ARE YOU FEELING?
I'LL MAKE IT. WE'LL ALL MAKE IT. THIRD TIME WASN'T THE CHARM AFTER ALL.
WHAT DO YOU MEAN BY THAT?
I TOLD YOU TOP AND I WENT BACK MORE THAN 15 MONTHS. WELL, I DIDN'T START AS HIS ORDERLY ROOM 'ASSISTANT.'
ONCE UPON A TIME, I WAS A LINE TROOP TOO--LIKE YOU. AND TOP WAS A MERE STAFF SERGEANT. WE WERE WALKING PATROL DOWN A PATH JUST LIKE THIS ONE, AND I WAS ON THE POINT...
THE VC WEREN'T AS SLICK THEN. THEY DIDN'T KNOW ENOUGH TO LET THE POINT MAN GO BY AND RAKE THE REST. THEY REALLY LET ME HAVE IT.

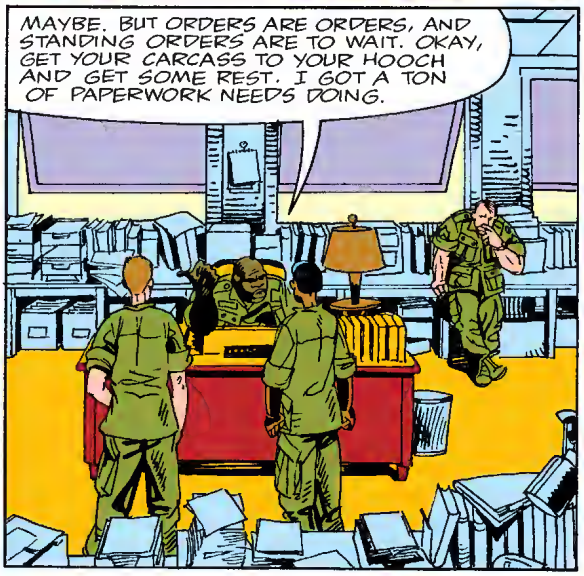

"I GOT HIT PRETTY BAD, AND JIMBO, THAT'S WHAT WE CALLED TOP BACK THEN, JUST CHARGED RIGHT IN AND CUT THOSE VC TO PIECES."
TIME I GOT OUT OF THE HOSPITAL, JIMBO HAD MADE FIRST SERGEANT AT THE 23RD. I RE-UPPED FOR ANOTHER TOUR AND GOT STATIONED WITH HIM. COUPLE OF MONTHS LATER, I GOT HIT BY A SNIPER NOT TWENTY KLICKS FROM THE BASE...
THE ARMY FIGURES THAT THIRD TIME'S THE CHARM. IF YOU GET TWO PURPLE HEARTS, THEY PUT YOU ON A DESK. SO I ENDED UP AS JIMBO'S FLUNKY, AND THE WAR CHANGED HIM, MADE HIM MERCENARY, GRABBY, SOUR... I DON'T KNOW.
BUT HE'S STILL YOUR FRIEND.
YEAH, I GUESS HE IS. WONDER WHAT HE'LL DO NOW THAT I'VE COPPED NUMBER THREE?
LITTLE
LET'S WORRY ABOUT THAT AFTER WE GET HOME, SHALL WE? NOW, IF WE GO THIS WAY TOMORROW...


HEAR THAT, ROB!
SLICKS!
WELL, I'LL BE! WE MADE IT!


...ONLY A FLESH WOUND. DIDN'T DO HARDLY ANY DAMAGE. I WAS REAL LUCKY!

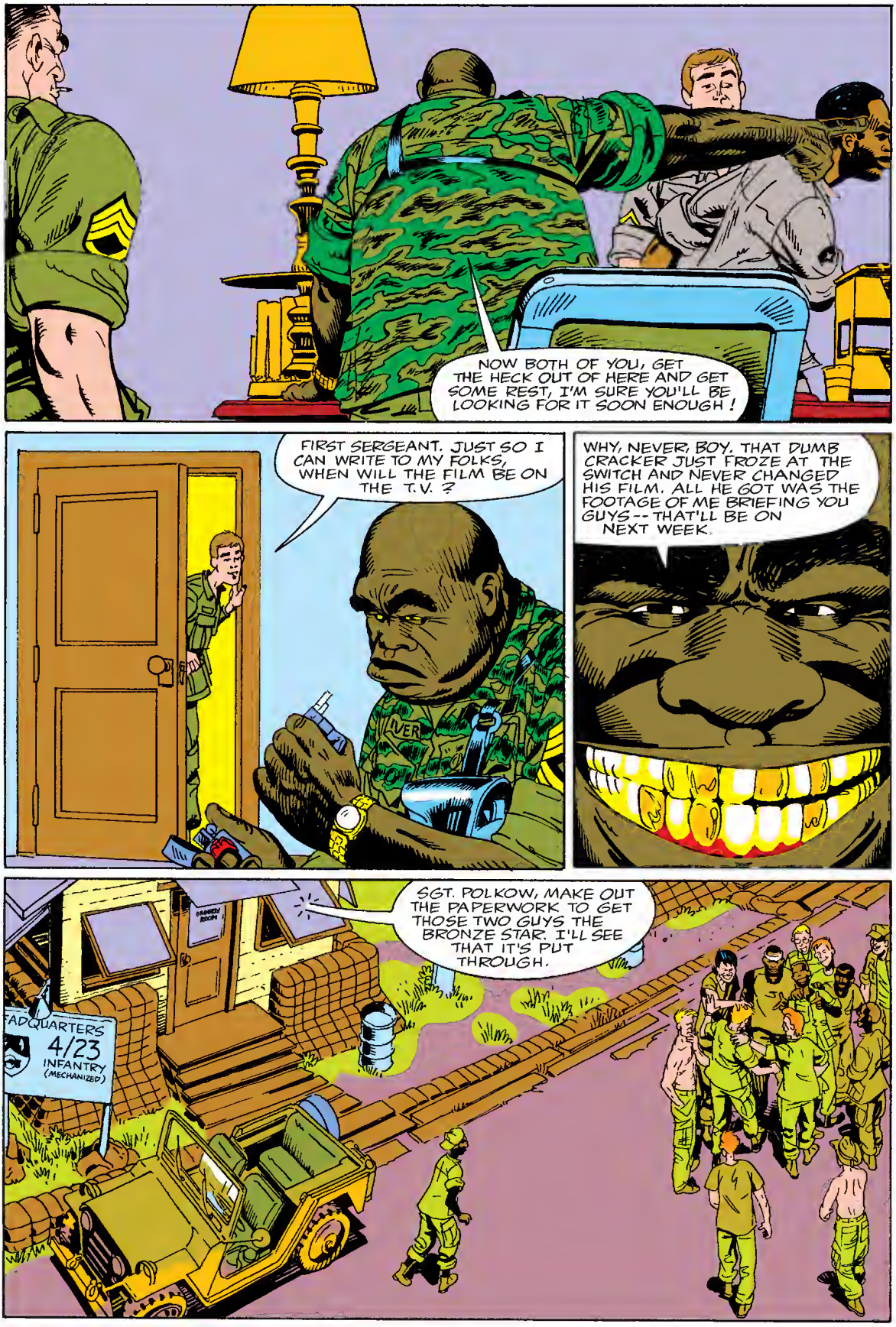

YOU WERE LUCKY! YOU WERE REAL LUCKY! WHY DIDN'T YOU JUST SIT TIGHT, OUR GUYS FOUND THAT WRECKED CHOPPER THREE HOURS AFTER YOU LEFT IT!


PROBABLY TWO HOURS AFTER THE VC YOU NAPALMED OUT WENT BY.


MAYBE. BUT ORDERS ARE ORDERS, AND STANDING ORDERS ARE TO WAIT. OKAY, GET YOUR CARCASS TO YOUR HOOCH AND GET SOME REST. I GOT A TON OF PAPERWORK NEEDS DOING.


NO WAY! I'M NOT GOING BACK TO A DESK! YOU GET ME BACK TO THE FIELD OR I'M GOING TO THE CAPTAIN! YOU HEAR ME! NO MORE PAPERWORK!


WHO DO YOU THINK YOU ARE!? YOU'LL DO WHAT YOU'RE TOLD AND LIKE IT! YOU'RE LUCKY I DON'T SHIP YOU OUT OF HERE! NOW GET TO YOUR HOOCH!


NOW BOTH OF YOU, GET THE HECK OUT OF HERE AND GET SOME REST, I'M SURE YOU'LL BE LOOKING FOR IT SOON ENOUGH!
FIRST SERGEANT, JUST SO I CAN WRITE TO MY FOLKS, WHEN WILL THE FILM BE ON THE T.V.?
WHY, NEVER, BOY. THAT DUMB CRACKER JUST FROZE AT THE SWITCH AND NEVER CHANGED HIS FILM. ALL HE GOT WAS THE FOOTAGE OF ME BRIEFING YOU GUYS -- THAT'LL BE ON NEXT WEEK.
SGT. POLKOW, MAKE OUT THE PAPERWORK TO GET THOSE TWO GUYS THE BRONZE STAR. I'LL SEE THAT IT'S PUT THROUGH.
DRESSING ROOM
FADQUARTERS
4/23
INFANTRY
(MECHANIZED)

INCOMING

LARRY HAMA: editor — PAT REDDING: assistant editor

% MARVEL COMICS GROUP-387 Park Avenue South-New York, New York-10016

Attention correspondents: if you don't want your full address printed, please be sure to tell us so!



Dear Larry, Doug and Mike,

Having just finished the first issue of THE 'NAM', I think the only problem you're going to have over the course of the series is keeping the thought fresh in the reader's mind that this isn't just another war book, but a true telling of one of the world's more recent and horrific conflicts. There are certainly no other problems, providing you manage to keep the same creative team going—but that'll be a vital prerequisite for the series to be a success. If you want to teach some history in the comic genre, you have to do it very well, and consistently so.

Doug Murray has provided a script as well-written as any novel, successfully keeping the reader interested in the content of the story, including this British reader who is also too young to remember the war itself very well. As you acknowledge on the text page, there are certain limitations of language and violence that you can show behind the Code's seal of approval. But that is not necessarily a disadvantage. We're all aware that soldiers use somewhat raw language in the field, but when you watch a Vietnam movie in which every second word is a four-letter one (including "kill!"), it can put you off the story and message somewhat, whereas you won't have that problem in the comic.

Mike Golden is, of course, a superlative artist, and his slightly cartoony style here, tinged with enough realism to get through, suits the book perfectly. His is also some of the best colouring seen in a regular comic book, with a lot of time and care going into the whole artistic picture—a lesson for some other artists and colourists out there. My only fear is that he won't be able to keep this up every month for the next 8 years. Let's hope that's unfounded.

Well, I'm looking forward to adventure and entertainment, as well as an education about the course of the war itself. The outlook appears rosy.

Malcom Bourne
87 Greenfield Gardens
Cricklewood
London, NW2 1 HU
England

Dear Larry:

Well, finally, THE 'NAM #1 is out, and so I've a few words on it.

I'm familiar with Doug Murray's work from his "5th of the 1st" feature. (In Marvel's "Savage Tales" Magazine.) Though this issue was very introductory, he did manage to let his skill shine: the First Sergeant, Sergeant Polkow, the corruption of the former, the lack of such in the latter, the conflict between the two and Ed Marks, a character similar to the average comic reader, thereby allowing same to feel something of what it was like to be there.

I must protest the use of "real time", it forces Doug and Mike to compress too much into each issue, losing room for valuable characterization and the reader is deprived of many possible good adventures that happened. Please lose the restriction and tell the whole story—all of it.

Originally I was annoyed at the too cartoony art of Mike Golden and Armando Gil. I knew they were capable of more realism it was probably intentional, and necessary. The lighthearted art stopped the reader from becoming totally depressed with the dark story.

Overall, I think you've got a great book here.

Sincerely,
Uncle T.
A little north of "The World."

Dear "Uncle T",

Just a couple of words about our use ot "real time". There are two main reasons we decided to do the book this way—first, the Vietnam War was spread over almost fifteen years of time, from the arrival of the first advisers in 1960 to the pull-out in Saigon in 1974. To attempt to cover this in normal comic fashion, we would have jumped all over the time period and probably ended up with a book that confused as much as enlightened. By using real time, we can give a straightforward narrative line to the entire series. The shape ot the War, and the way it changed trom year to year will be understandable to the average reader, and that change in shape and size is what made the Vietnam War what it was. Additionally, the use of real time allows us to give a better feel of what the war was like to the foot soldier. Troops in the 'Nam lived for the ETS (Estimated Time of Service) and shipment back to the states. They kept "short-timer's calendars" to keep track of the *days*. Can we do less tor the people in the comic? Atter all, we want the reader to get a survey ot what Vietnam was really like, not a peek at an endlessly ongoing conflict.

Dear Larry:

Awesome, cool, the best, are only a few words to describe the first issue of "THE 'NAM." I like the realism you give to the characters (you'd never see a good-guy G.I. Joe atraid of flying, not that I have anything against the Joes). I enjoy the 'private language.' I love the cover, who did it? How long will this comic last?

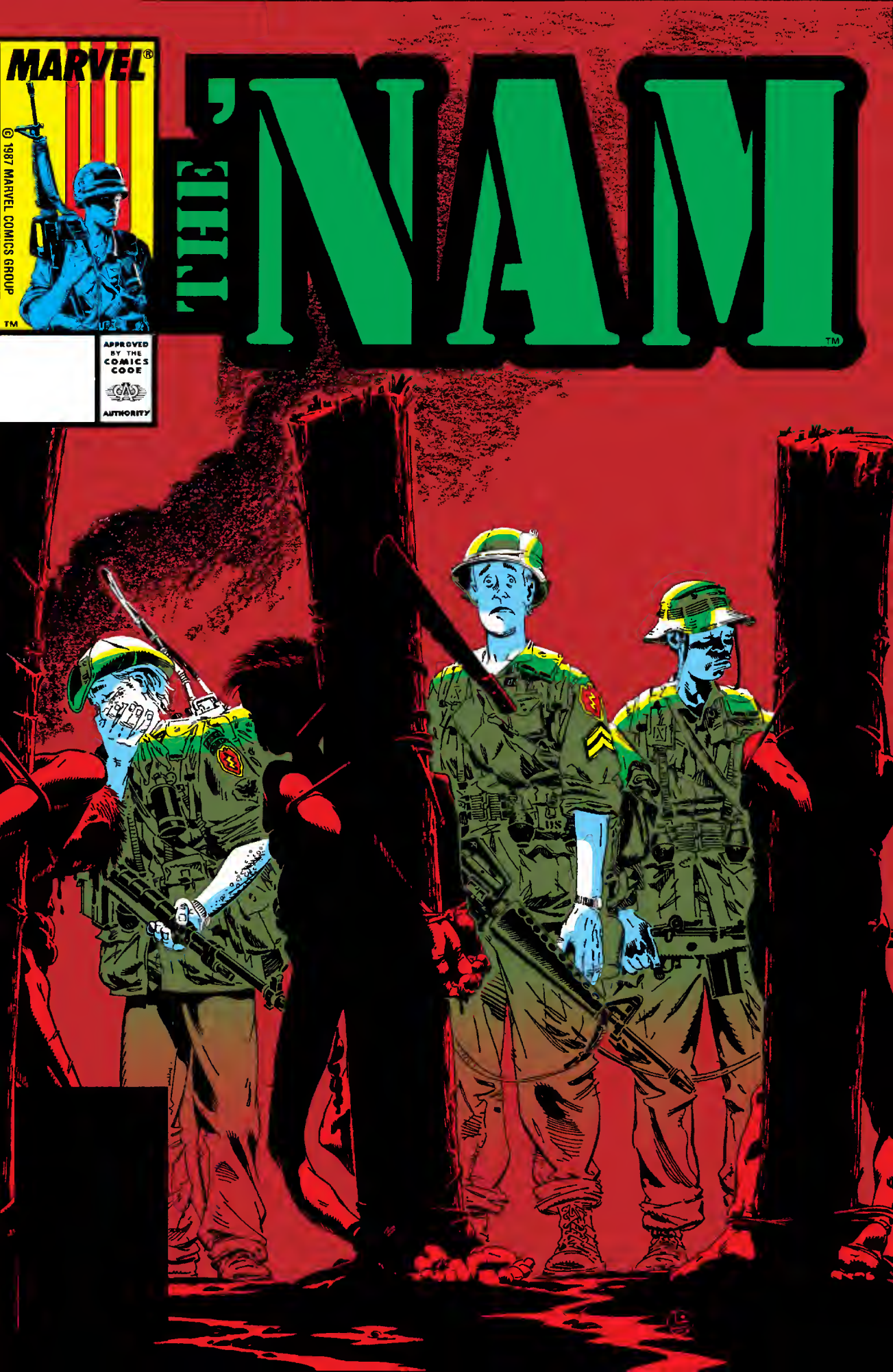
A die-hard action lover:
John C. Salzwedel
3893 Terrace Circle
DeFrost, WI., 53532

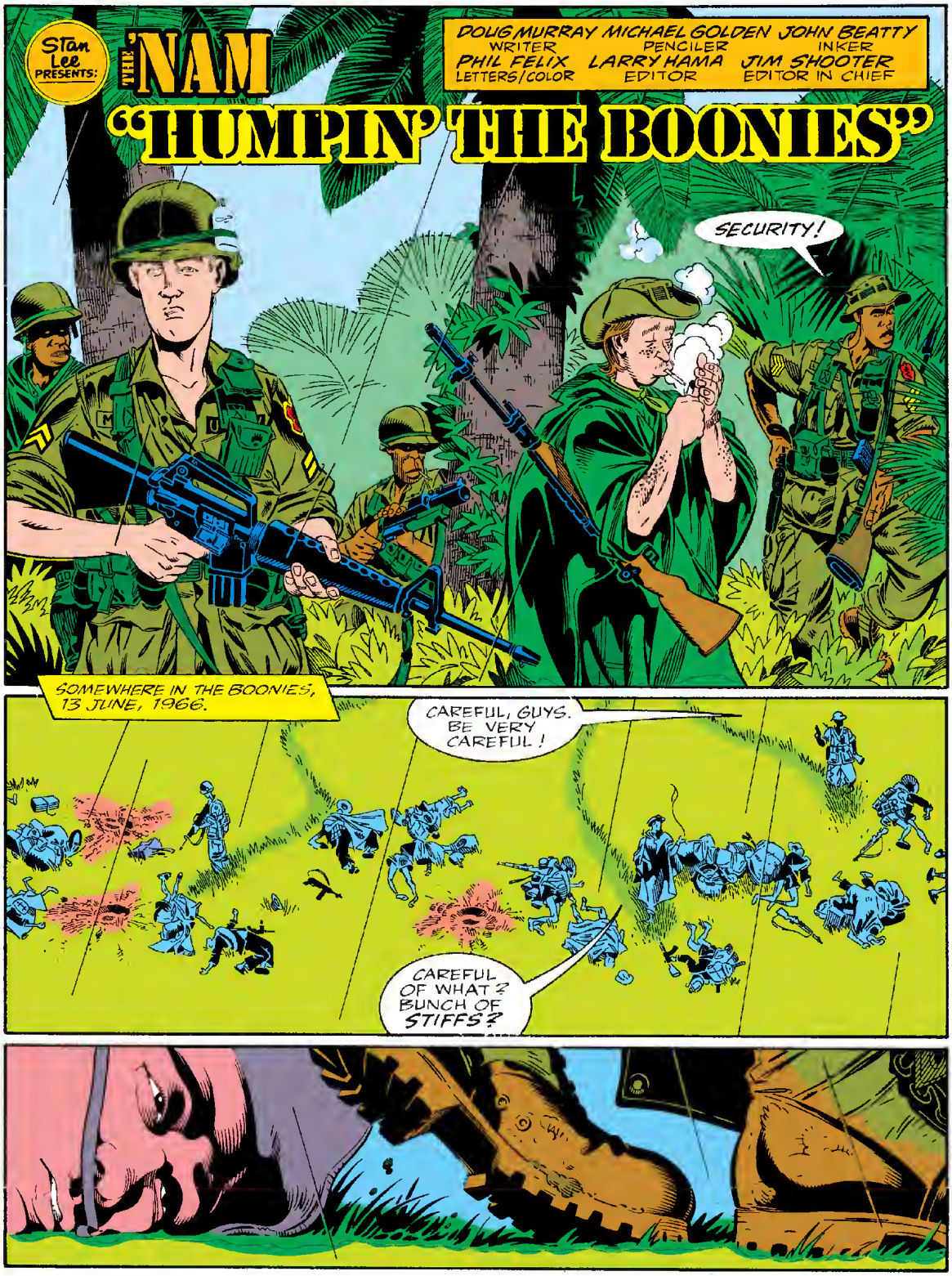
Dear John,

Mike Golden did the cover, and will do most of the covers for the book from here on. And if all goes well, the book will last for eight years, from the first issue in 1966 to the final pullout of American troops in 1974. Stay with us.

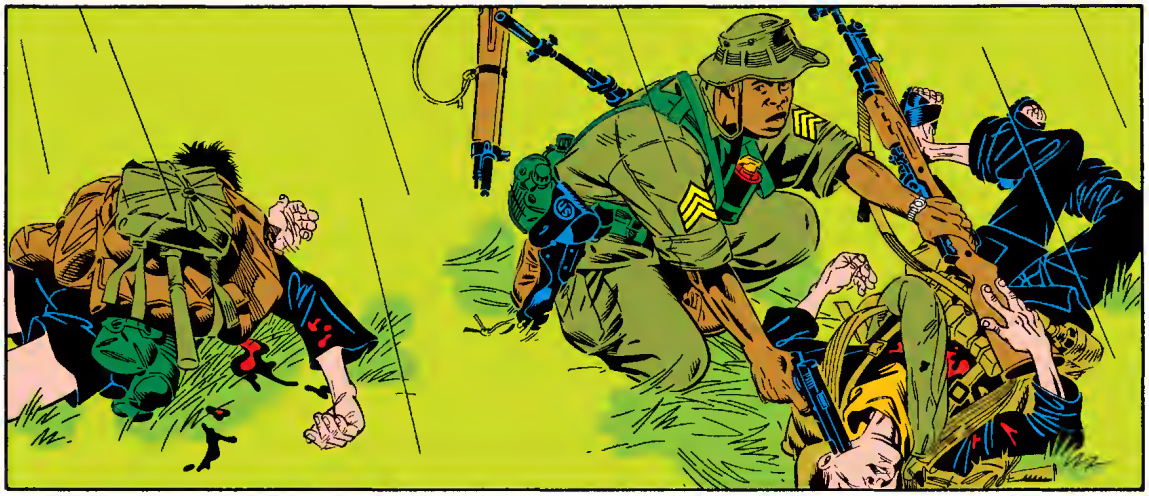
Okay all you grunts in training—you should have the general picture by now. But here's a little help for all you greenies who don't know the drill.

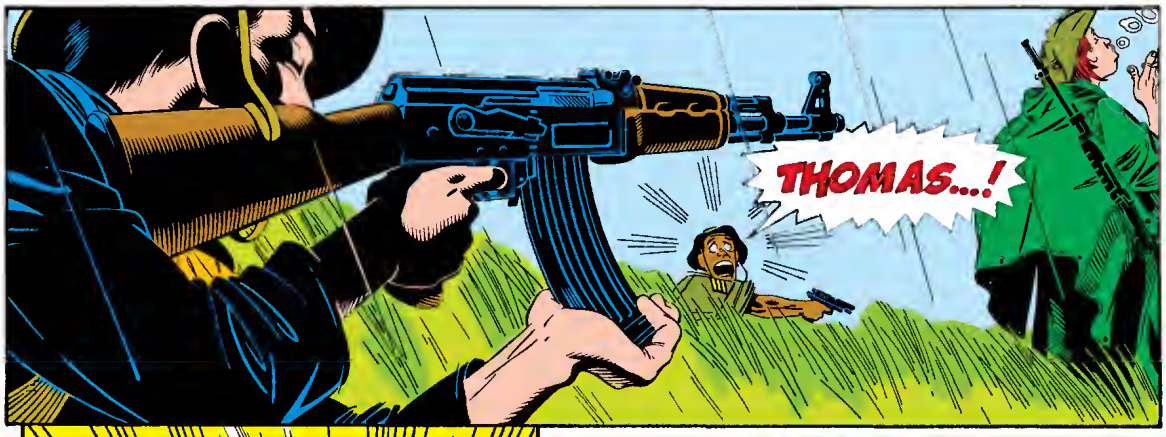
CHARLIE: The VC, Charles, the enemy—the bad guys.
COPPED: Took a hit, got wounded or killed
FAST MOVERS: Fast moving aircraft—jets. Usually used for F-4's.
FIRST CAV: Short for the First Air Cavalry—an airborne unit stationed in the Nam throughout most of the war
GREENIE: Rookie, a new kid, a troop without much experience.
HOOCH: Barracks, the place where you live
KLICKS: Kilometers, about 2/3 of a mile.
LZ: Landing Zone, cleared area for helicopters to land in
MOS KOSHEE: Japanese slang for a little bit, a little while
PAUL REVERE/THAN PHONG 14: A combined U.S./South Vietnamese mission to pacify large pieces of territory and clean out several VC strong points. Lasted from May 1966 until September of the same year.
QUAD 50: A weapon developed in World War Two in which four 50 caliber machine guns were mounted on a single frame to allow them to shoot to the same point. Used as an anti-aircraft weapon.
SLICK: Used to refer to the UH-1, the troop carrying version of the very-present HUEY helicopter.
UNCLE SUGAR: Uncle Sam, the congress, the boys back home.

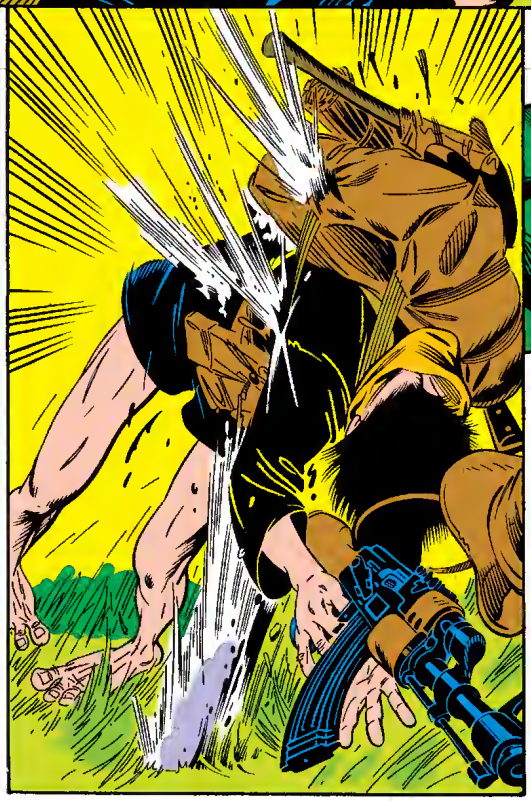

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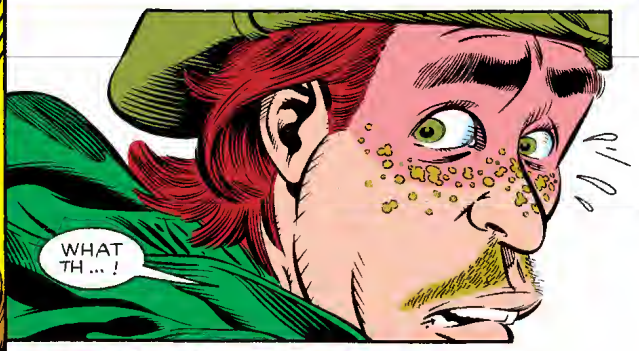


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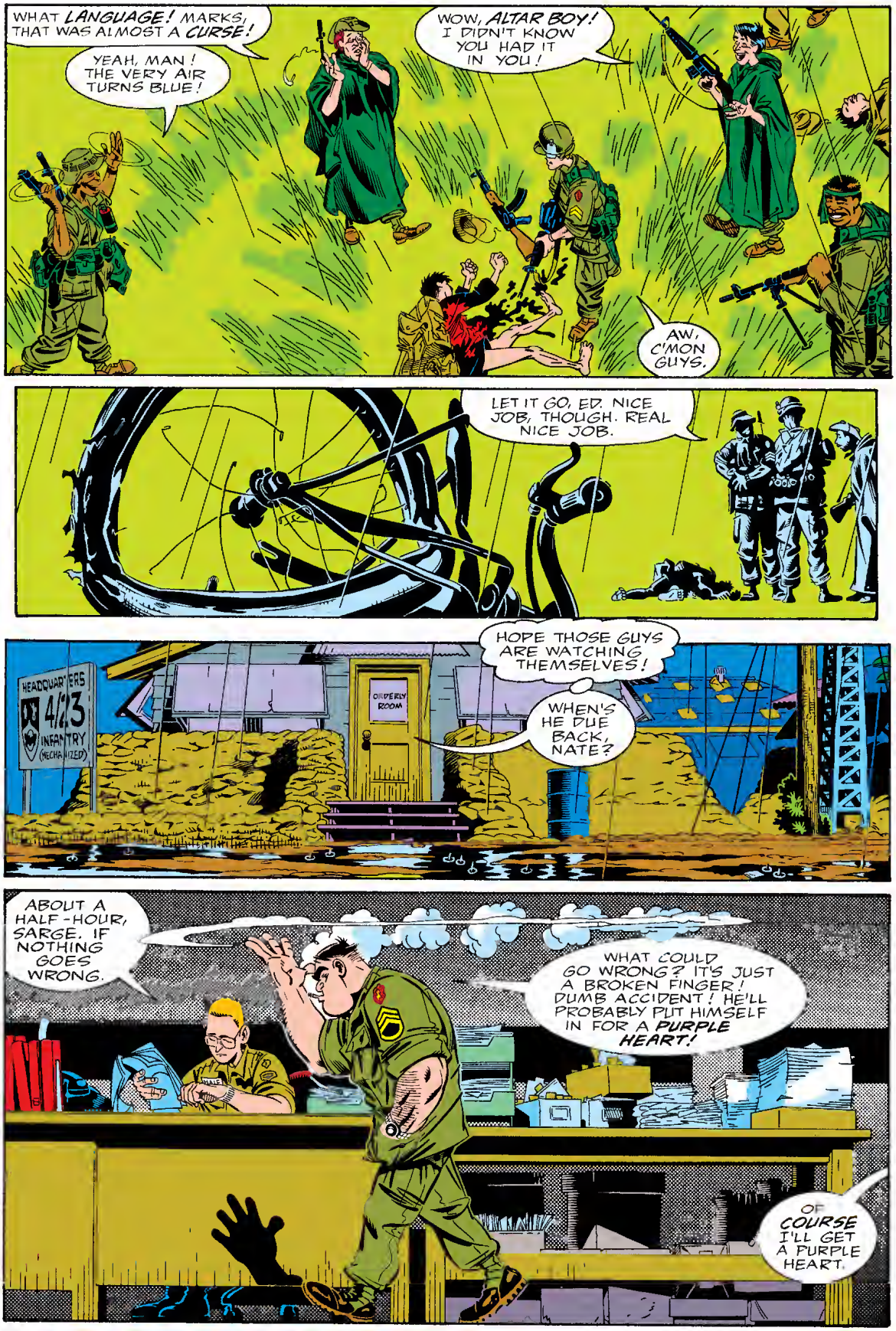



THOMAS...!



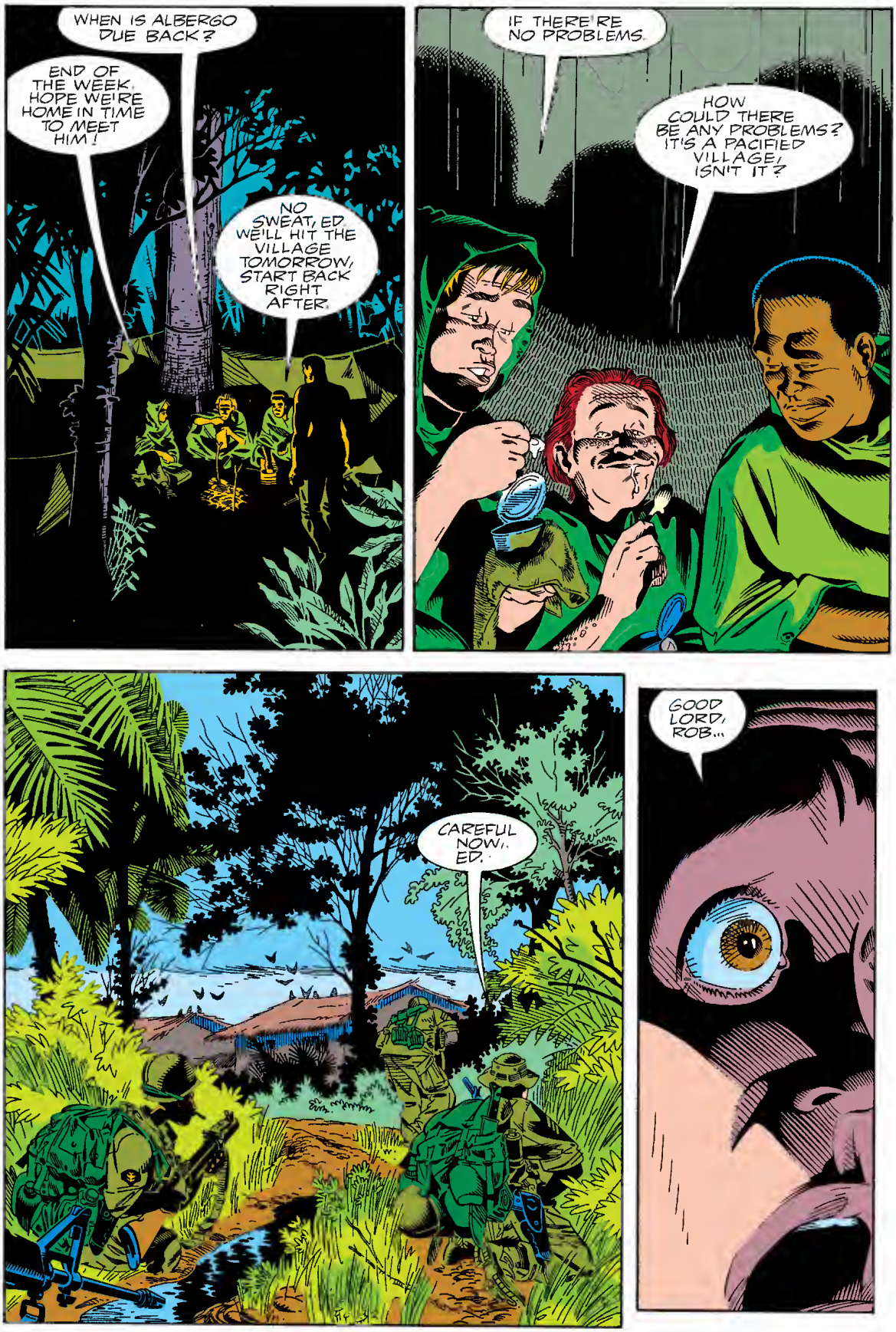

WHAT TH... !


CRIPES, THOMAS! WHAT ARE YOU THINKING OF!?

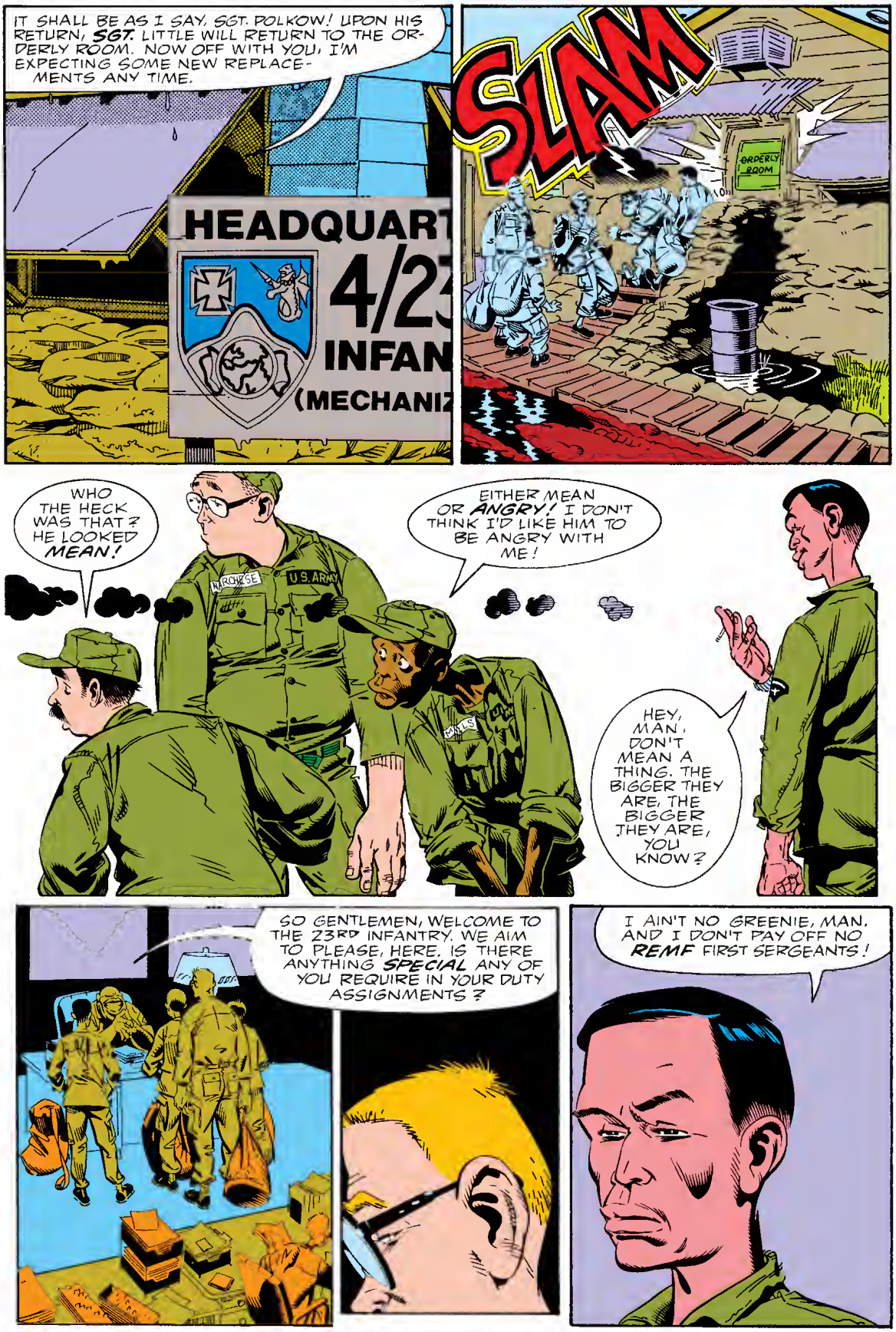

WHAT LANGUAGE! MARKS, THAT WAS ALMOST A CURSE!
YEAH, MAN! THE VERY AIR TURNS BLUE!
WOW, ALTAR BOY! I DIDN'T KNOW YOU HAD IT IN YOU!
AW, C'MON GUYS.
LET IT GO, ED. NICE JOB, THOUGH. REAL NICE JOB.
HOPE THOSE GUYS ARE WATCHING THEMSELVES!
WHEN'S HE DUE BACK, NATE?
HEADQUARTERS
4/13
INFANTRY
(MECHANIZED)
ORDERLY ROOM
ABOUT A HALF-HOUR, SARGE. IF NOTHING GOES WRONG.
WHAT COULD GO WRONG? IT'S JUST A BROKEN FINGER! DUMB ACCIDENT! HE'LL PROBABLY PUT HIMSELF IN FOR A PURPLE HEART!
OF COURSE I'LL GET A PURPLE HEART.


INJURY IN A COMBAT ZONE, AND ALL THAT.
AND WHO MIGHT THIS BE, SGT. POLKOW? AND WHERE IS SPECIALIST LITTLE?
SERGEANT ROCK
THIS IS SPECIALIST HALE, YOUR NEW CLERK. HE'S A FULLY QUALIFIED CLERK-TYPIST. DOESN'T HAVE TO LOOK AT THE KEYS...
HALE
SO, A REAL CLERK TYPIST. BUT WHERE IS SPECIALIST LITTLE?
SERGEANT LITTLE NOW. HE'S IN THE FIELD, WHERE HE BELONGS, WITH A SQUAD FROM MY PLATOON.
YOU SENT MY CLERK INTO THE FIELD? BEHIND MY BACK?


IF YOU DON'T LIKE IT, TALK TO LT. FINELLI! HE OK'ED IT. IF YOU WANT TO TALK TO ME, YOU KNOW WHERE TO FIND ME!
POLKOW
U.S.ARMY
SLAM
A REAL CLERK-TYPIST, EH? COME, MY BOY--LET'S REPAIR TO THE CLUB AND DISCUSS MY POLICIES FOR THE COMPANY.
JUST A COUPLE MORE MINUTES.
CHEZ G.I. I ALWAYS LOVED FRANKS AND BEANS.

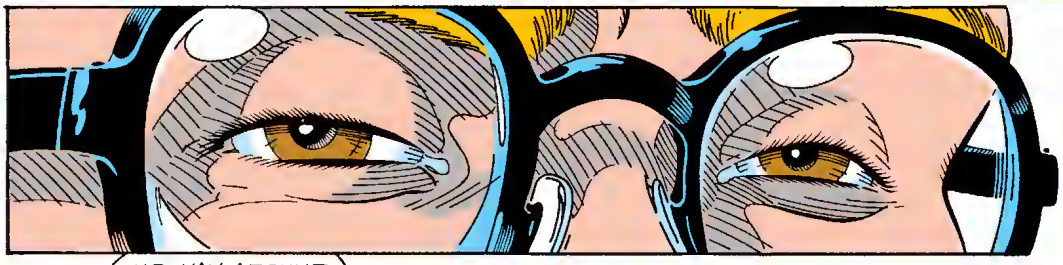

WHEN IS ALBERGO DUE BACK?
END OF THE WEEK. HOPE WE'RE HOME IN TIME TO MEET HIM!
NO SWEAT, ED. WE'LL HIT THE VILLAGE TOMORROW, START BACK RIGHT AFTER.
IF THERE'RE NO PROBLEMS.
HOW COULD THERE BE ANY PROBLEMS? IT'S A PACIFIED VILLAGE, ISN'T IT?
CAREFUL NOW, ED.
GOOD LORD, ROB...

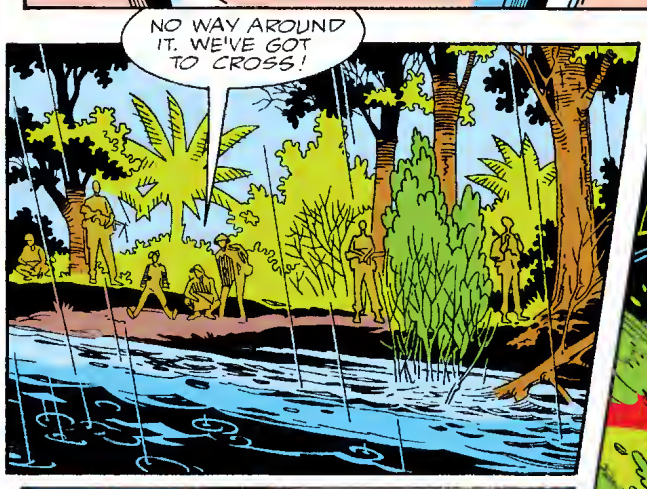

GAK!
SORRY ED, I'VE BEEN IN THE REAR TOO LONG!
HOW COULD ANYBODY HUMAN DO THIS?
C'MON. LET'S CUT 'EM DOWN AND BURY 'EM. THEN WE CAN LOOK FOR THE SLIME WHO DID IT. THEY CAN'T BE FAR!

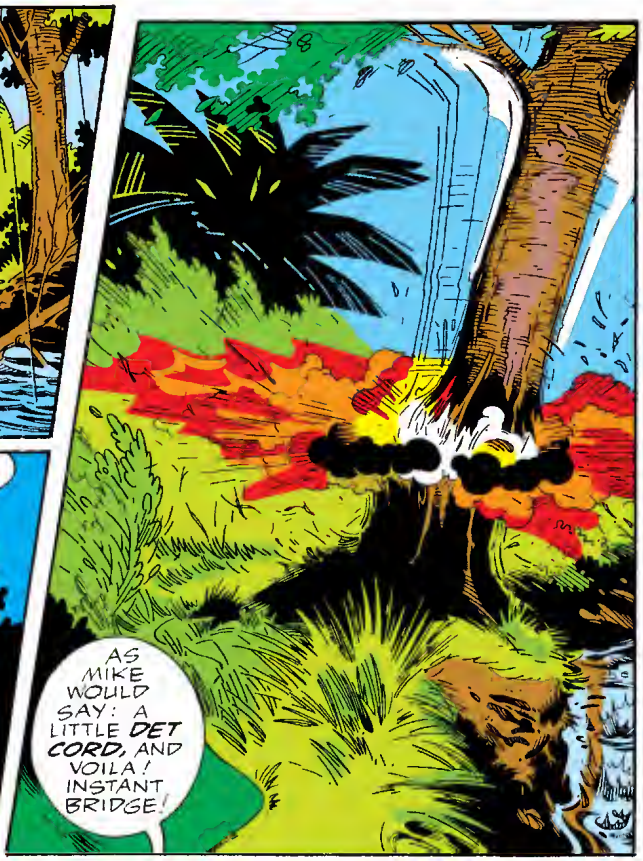

IT SHALL BE AS I SAY, SGT. POLKOW! UPON HIS RETURN, SGT. LITTLE WILL RETURN TO THE ORDERLY ROOM. NOW OFF WITH YOU, I'M EXPECTING SOME NEW REPLACEMENTS ANY TIME.
HEADQUART
4/23
INFAN
(MECHANIZ
SLAM
ORDERLY ROOM
WHO THE HECK WAS THAT? HE LOOKED MEAN!
EITHER MEAN OR ANGRY! I DON'T THINK I'D LIKE HIM TO BE ANGRY WITH ME!
HEY, MAN, DON'T MEAN A THING. THE BIGGER THEY ARE, THE BIGGER THEY ARE, YOU KNOW?
SO GENTLEMEN, WELCOME TO THE 23RD INFANTRY. WE AIM TO PLEASE, HERE. IS THERE ANYTHING SPECIAL ANY OF YOU REQUIRE IN YOUR DUTY ASSIGNMENTS?
I AIN'T NO GREENIE, MAN. AND I DON'T PAY OFF NO REMF FIRST SERGEANTS!

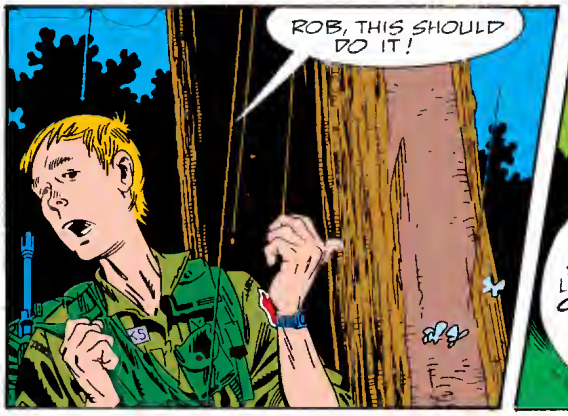



AS YOU WISH. HALE, PLEASE SEE TO IT THAT THESE MEN GET TO SGT. POLKOW. HE NEEDS SOME REPLACEMENTS AND I'M SURE THEY'LL ENJOY LIFE WITH HIM.
USARMY
MILLS

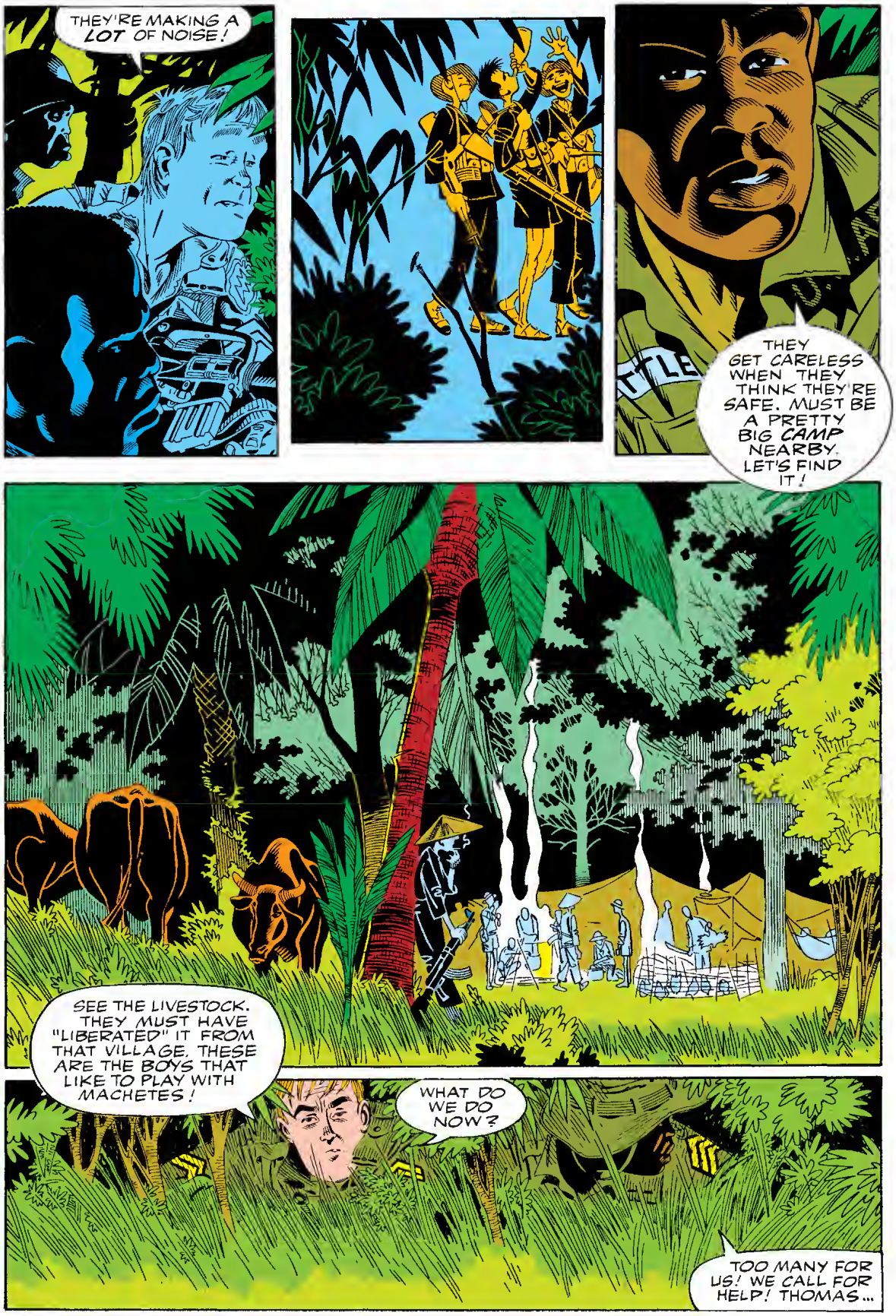



NO WAY AROUND IT. WE'VE GOT TO CROSS!

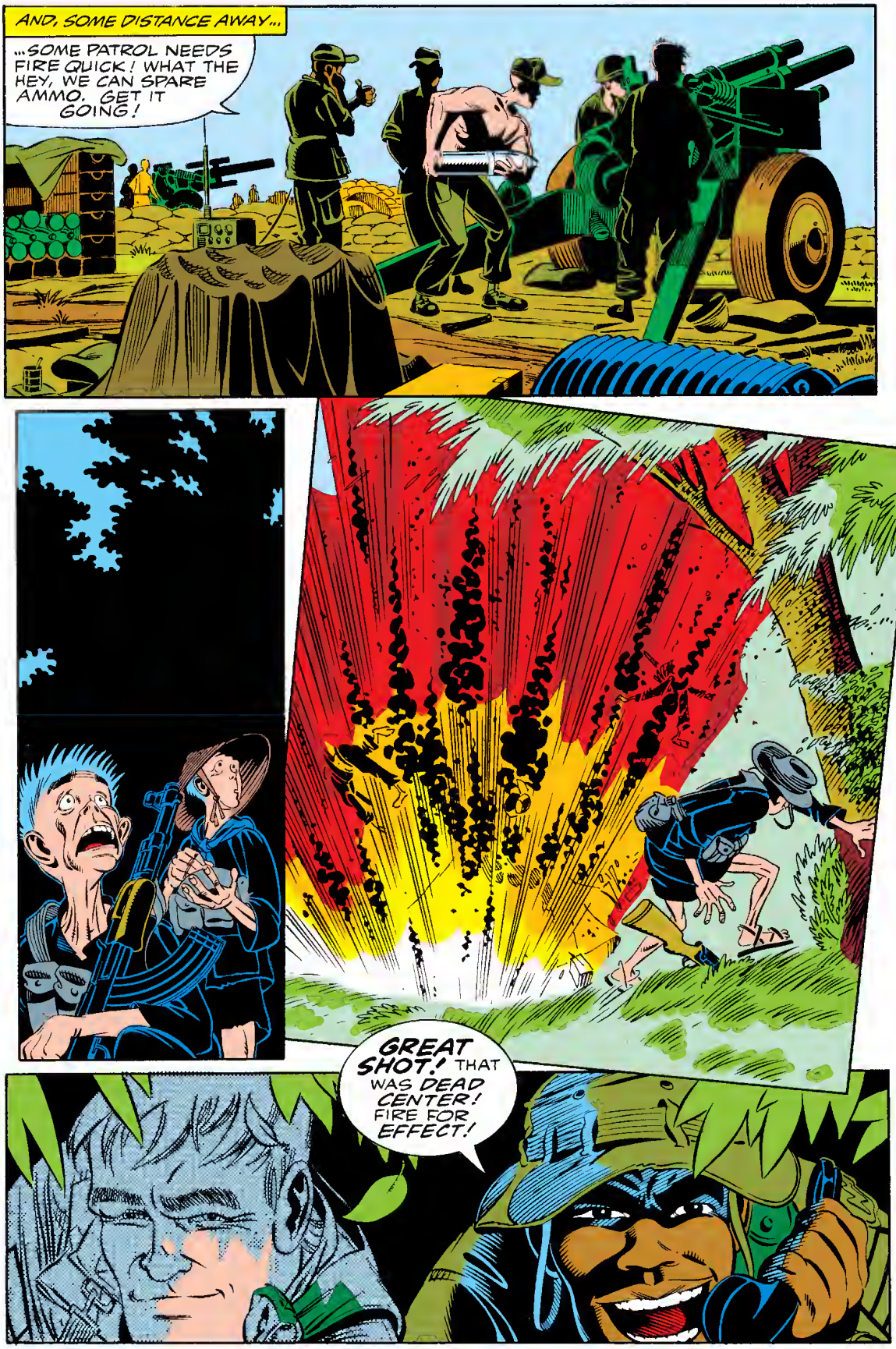

AS MIKE WOULD SAY: A LITTLE DET CORD, AND VOILA! INSTANT BRIDGE!

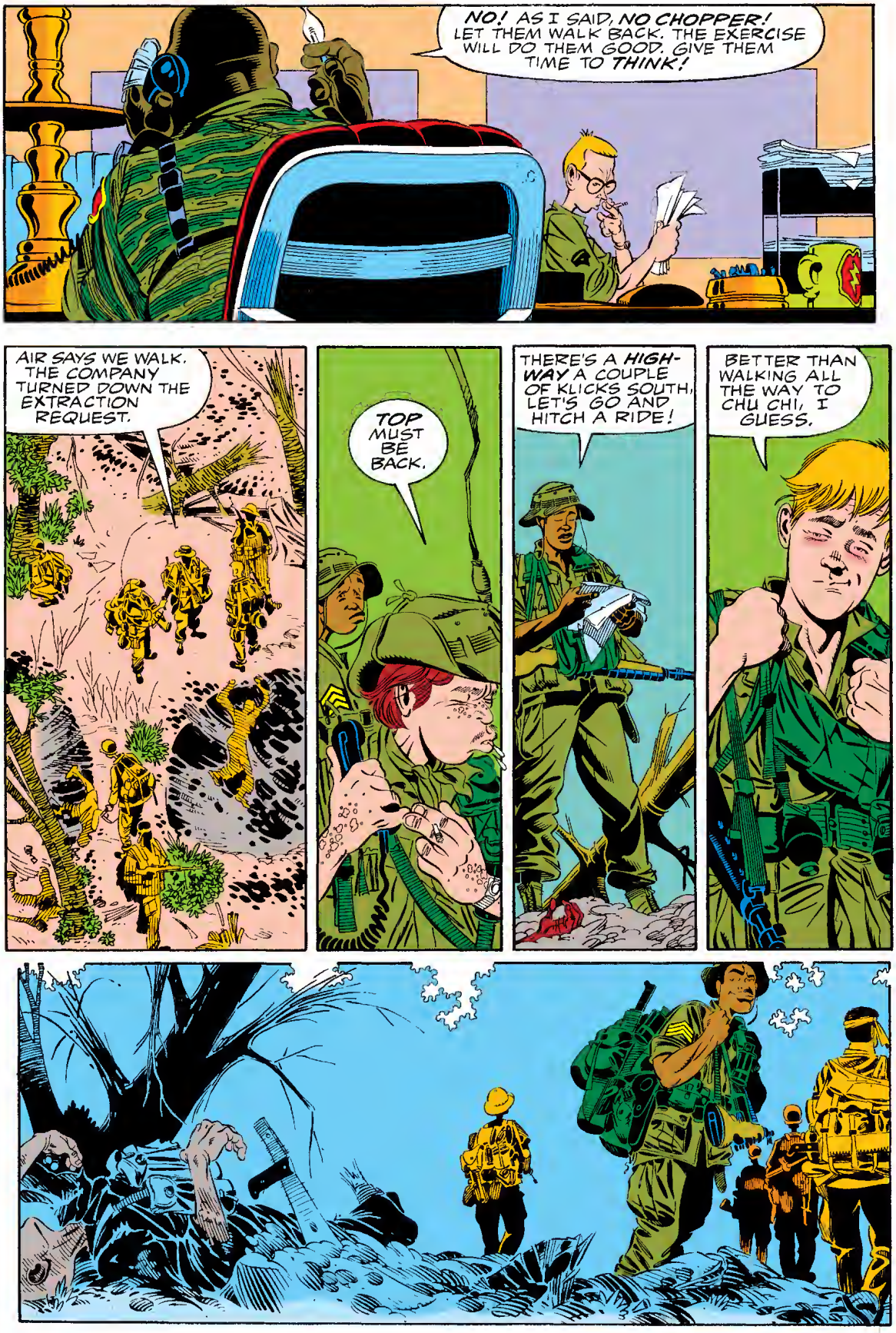

ROB, THIS SHOULD DO IT!


HELP!
THOMAS, YOU IDIOT!
A SHORT TIME LATER...
THOMAS, I'VE HEARD ALL KINDS OF STORIES ABOUT YOU, BUT I NEVER COULD BELIEVE THEM. UNTIL NOW!
QUIET! COMPANY'S COMING! ROB...
LITTLE

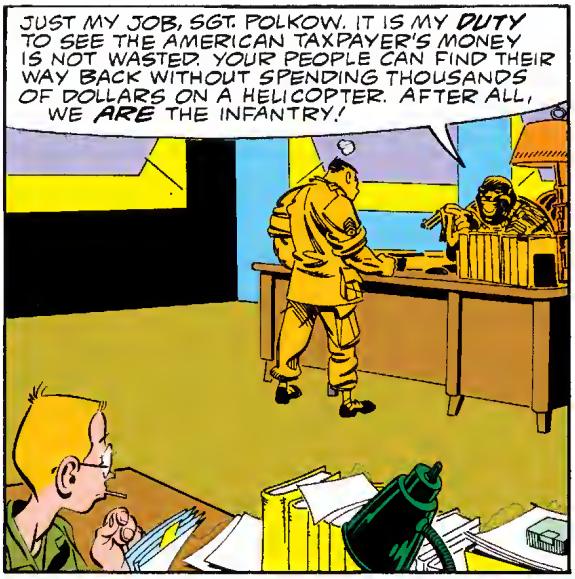

THEY'RE MAKING A LOT OF NOISE!
THEY GET CARELESS WHEN THEY THINK THEY'RE SAFE. MUST BE A PRETTY BIG CAMP NEARBY. LET'S FIND IT!
SEE THE LIVESTOCK. THEY MUST HAVE "LIBERATED" IT FROM THAT VILLAGE. THESE ARE THE BOYS THAT LIKE TO PLAY WITH MACHETES!
WHAT DO WE DO NOW?
TOO MANY FOR US! WE CALL FOR HELP! THOMAS...


SOMETIME LATER...
YOU'D BETTER GET IT TO WORK, THOMAS, OR I'M GOING TO SEND YOU DOWN THERE BARE-NAKED AS A DIVERSION!
NEVER SAW THEM SO CARELESS BEFORE.
THEY'RE ONLY HUMAN, ED. AND THEY FEEL SAFE.
GREEN TWIG TWO TO OVERDOG. GREEN TWIG TWO TO OVERDOG. COME IN OVERDOG.
IF HE DOESN'T GET IT WORKING SOON, WE'LL HAVE TO PULL BACK. WE CAN'T TAKE THIS MANY ALONE.
I'D HATE TO LET THEM GET AWAY...
GOT 'EM, ROB. GOOD CONTACT WITH A '155 OUTFIT. ALREADY KNEW THEIR FREEK AND THEY'RE ONLY ABOUT TEN KLICKS OUT.
THAT'LL SAVE SOME RED TAPE BULL. WHAT'S THEIR CALL SIGN?
REDSHIRT TWELVE.
REDSHIRT 12, THIS IS GREENTWIG 2. GOT A SPECIAL FIRE MISSION FOR YA!

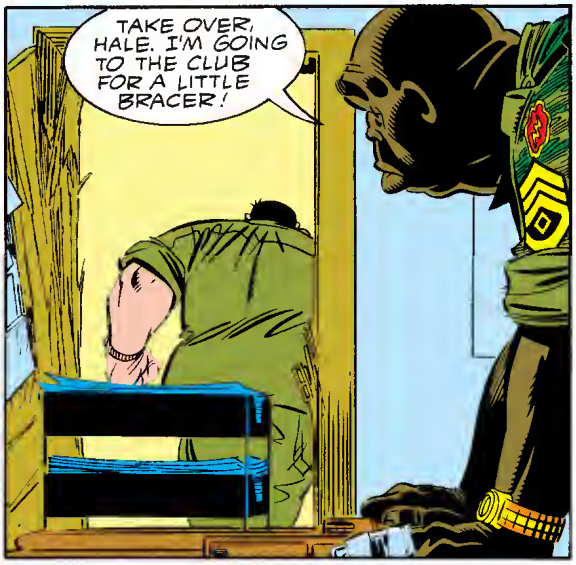

AND, SOME DISTANCE AWAY...
...SOME PATROL NEEDS FIRE QUICK! WHAT THE HEY, WE CAN SPARE AMMO. GET IT GOING!
GREAT SHOT! THAT WAS DEAD CENTER! FIRE FOR EFFECT!

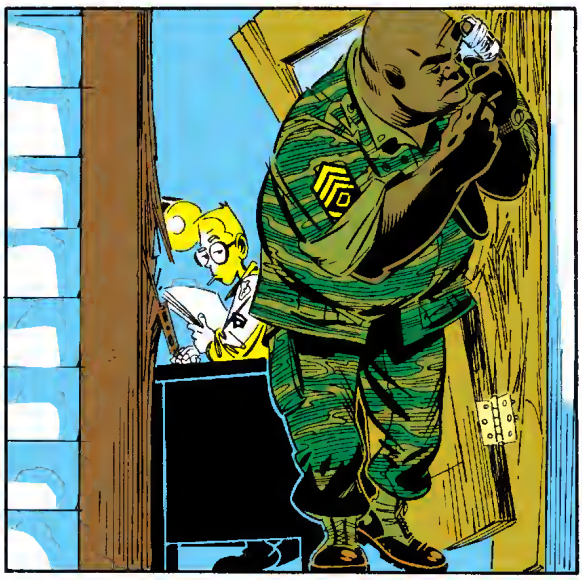

NO! AS I SAID, NO CHOPPER! LET THEM WALK BACK. THE EXERCISE WILL DO THEM GOOD. GIVE THEM TIME TO THINK!
AIR SAYS WE WALK. THE COMPANY TURNED DOWN THE EXTRACTION REQUEST.
TOP MUST BE BACK.
THERE'S A HIGH-WAY A COUPLE OF KLICKS SOUTH, LET'S GO AND HITCH A RIDE!
BETTER THAN WALKING ALL THE WAY TO CHU CHI, I GUESS.


I JUST HEARD THAT YOU TURNED DOWN LITTLE'S CALL FOR AN EXTRACTION! THEY MUST BE LOW ON FOOD AND AMMO! WHAT ARE YOU TRYING TO DO?
ORDERLY ROOM


JUST MY JOB, SGT. POLKOW. IT IS MY DUTY TO SEE THE AMERICAN TAXPAYER'S MONEY IS NOT WASTED. YOUR PEOPLE CAN FIND THEIR WAY BACK WITHOUT SPENDING THOUSANDS OF DOLLARS ON A HELICOPTER. AFTER ALL, WE ARE THE INFANTRY!

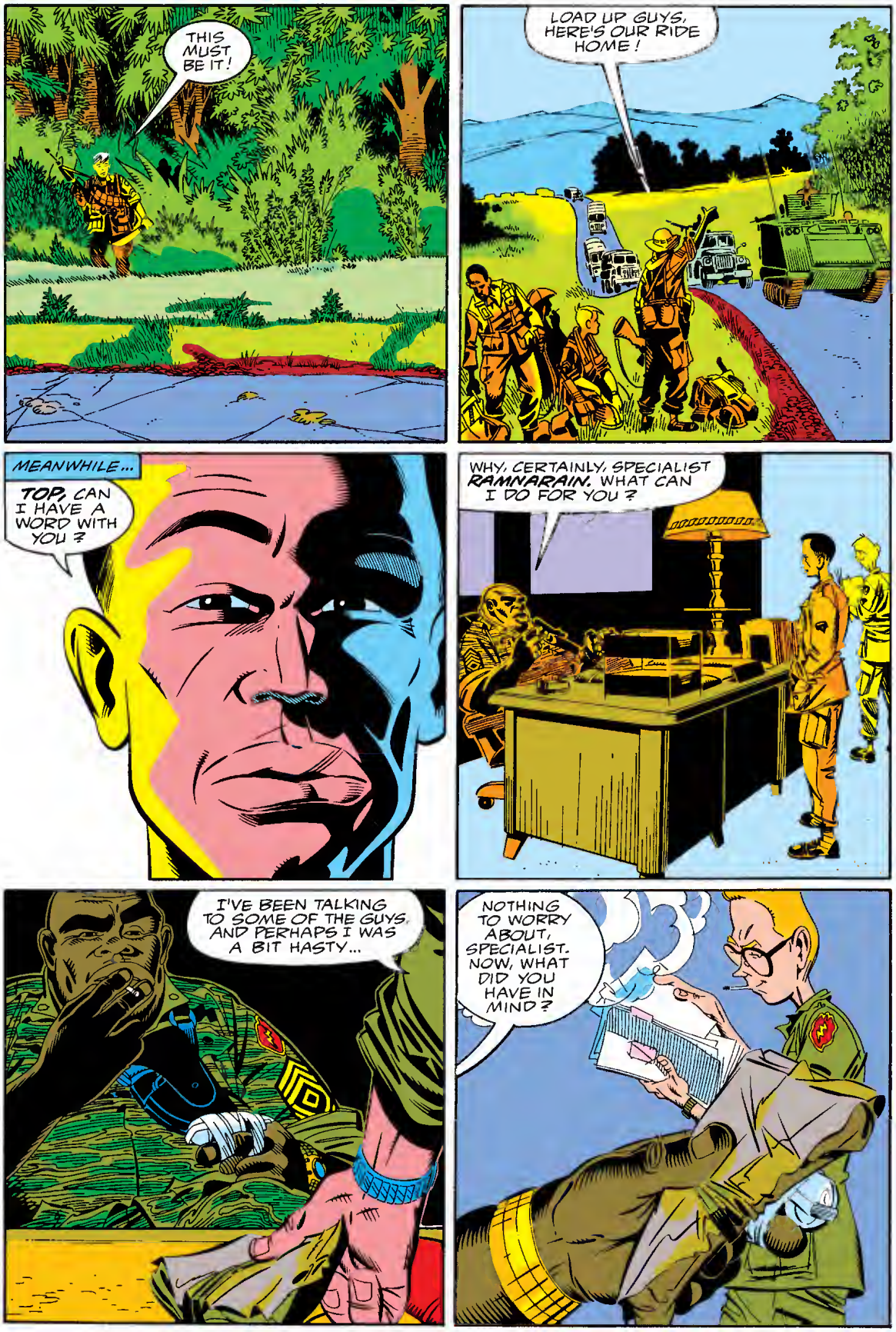

ALL RIGHT, TOP. HAVE IT YOUR WAY. FOR NOW!

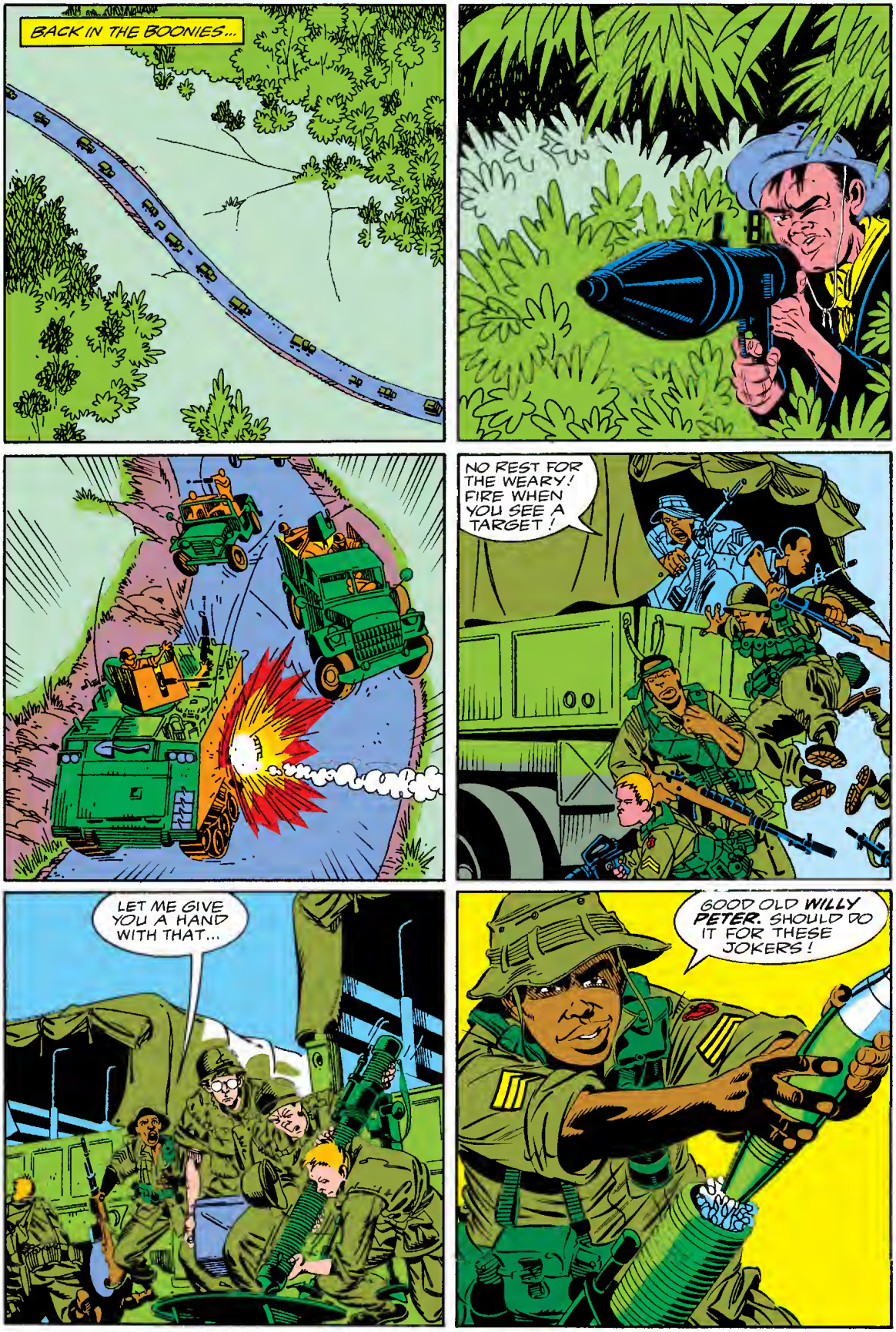

TAKE OVER, HALE. I'M GOING TO THE CLUB FOR A LITTLE BRACER!

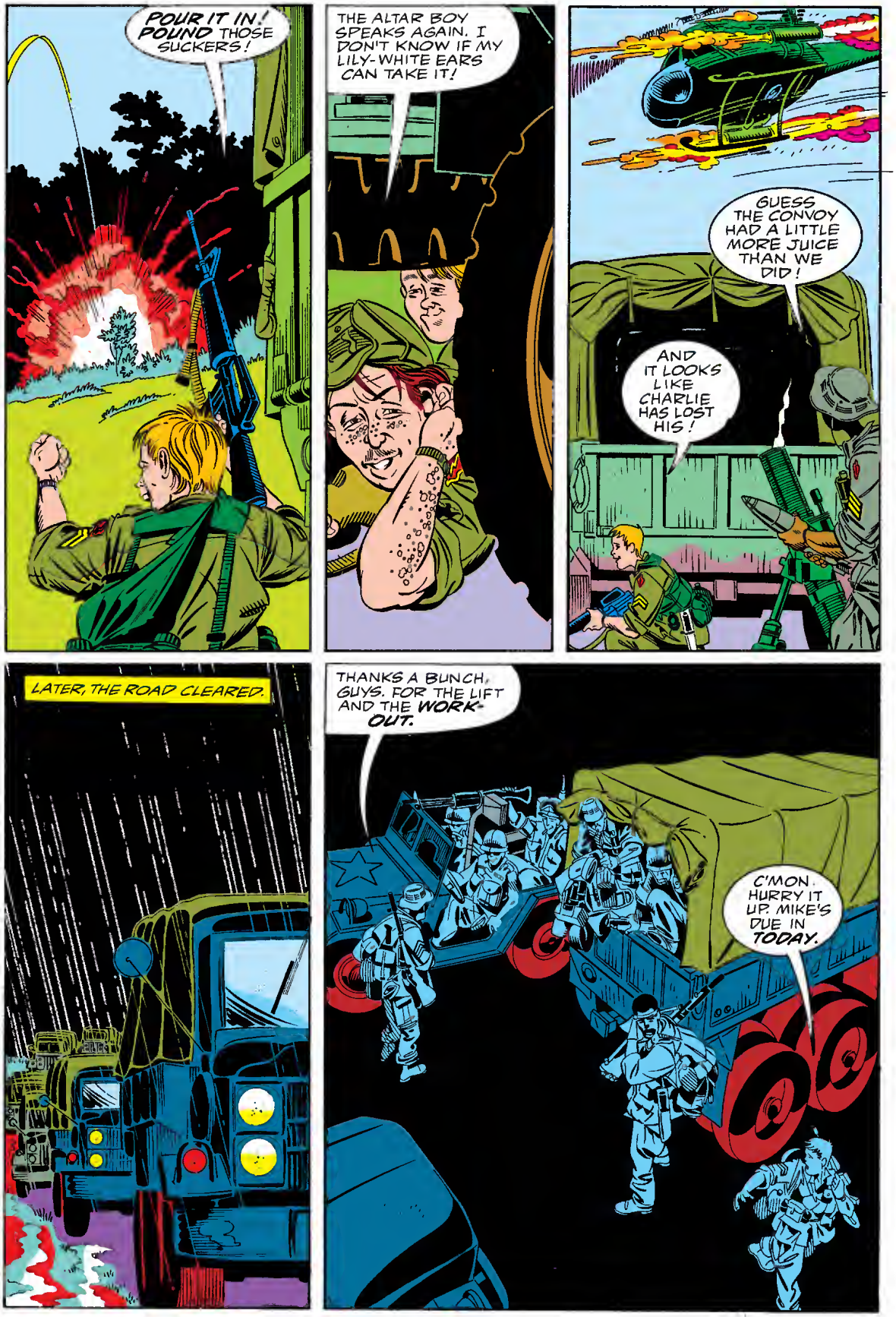


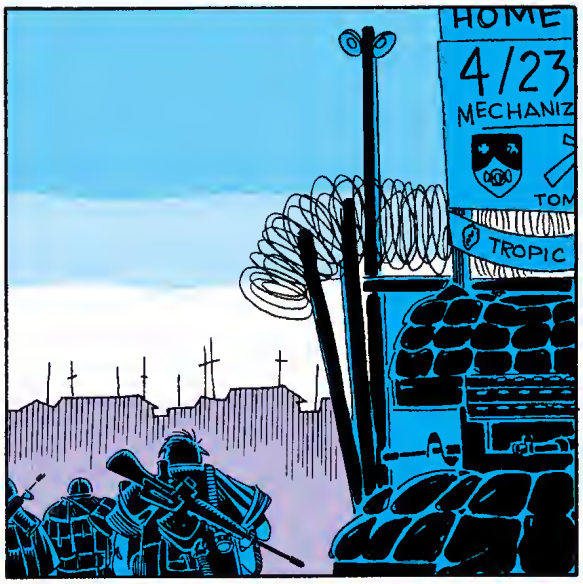

RAMNARAIN! JUST THE MAN I WANTED TO SEE. I WANT YOU TO DO SOMETHING FOR ME!

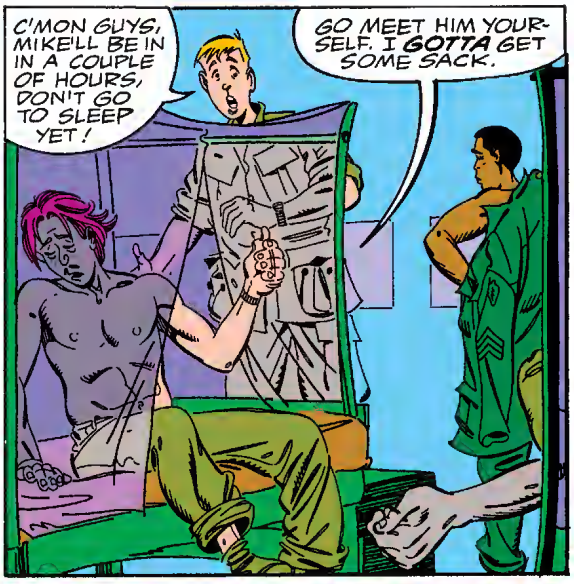

I DON'T BELIEVE IT, THOMAS! I JUST CAN'T BELIEVE YOU COULD DO IT AGAIN!
IF YOU CAN'T BELIEVE IT, WHY DID YOU HAVE ME TAKE THE RADIO?
JUST A PRECAUTION, MAN. JUST A PRE-CAUTION!
GOOD IDEA, CAMPING HERE. SHOULD BE QUIET FOR A WHILE.
YEAH, WE CAN ALL USE A LITTLE REST. LONG WALK TOMORROW.
THOMAS, YOU FALL INTO ANOTHER RIVER, I AIN'T GONNA PULL YOU OUT-- THIS WAS MY LAST DRY PAIR OF SOCKS!


THIS MUST BE IT!
LOAD UP GUYS, HERE'S OUR RIDE HOME!
MEANWHILE...
TOP, CAN I HAVE A WORD WITH YOU?
WHY, CERTAINLY, SPECIALIST RAMNARAIN. WHAT CAN I DO FOR YOU?
I'VE BEEN TALKING TO SOME OF THE GUYS, AND PERHAPS I WAS A BIT HASTY...
NOTHING TO WORRY ABOUT, SPECIALIST. NOW, WHAT DID YOU HAVE IN MIND?


BACK IN THE BOONIES...
NO REST FOR THE WEARY! FIRE WHEN YOU SEE A TARGET!
LET ME GIVE YOU A HAND WITH THAT...
GOOD OLD WILLY PETER. SHOULD DO IT FOR THESE JOKERS!


POUR IT IN! POUND THOSE SUCKERS!
THE ALTAR BOY SPEAKS AGAIN. I DON'T KNOW IF MY LILY-WHITE EARS CAN TAKE IT!
GUESS THE CONVOY HAD A LITTLE MORE JUICE THAN WE DID!
AND IT LOOKS LIKE CHARLIE HAS LOST HIS!
LATER, THE ROAD CLEARED.
THANKS A BUNCH, GUYS. FOR THE LIFT AND THE WORK-OUT.
C'MON. HURRY IT UP. MIKE'S DUE IN TODAY.


HOME
4/23
MECHANIZ
TOM
TROPIC


C'MON GUYS, MIKE'LL BE IN IN A COUPLE OF HOURS, DON'T GO TO SLEEP YET!
GO MEET HIM YOURSELF. I GOTTA GET SOME SACK.

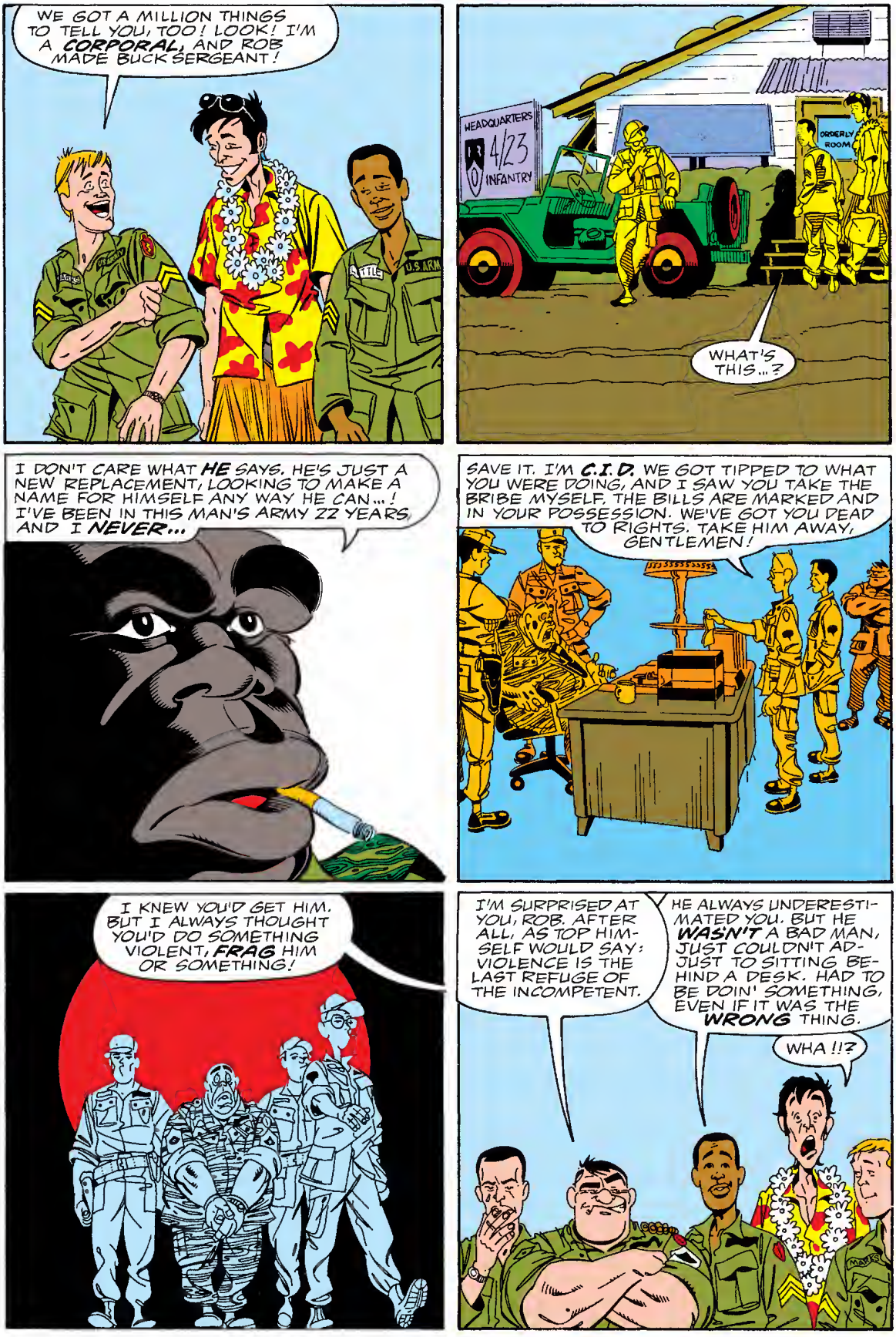

I'LL COME WITH YOU, ED. JUST GIVE ME A MINUTE TO TELL POLKOW WE'RE BACK. MEET YOU IN THE MESS HALL.
U.S.ARMY


ARKS
ARMY


JUST IN FROM THE BUSH, EH?


HOW CAN YOU TELL?
YOU KIDDIN', MAN. WE COULD SMELL YOU 20 KLICKS OUT!
SANTOS


I'M ED MARKS, 3RD PLATOON. I HAVEN'T SEEN YOU GUYS AROUND HERE BEFORE.
WE JUST GOT IN. I'M JOSE SANTOS. THIS HERE IS FITZ MILLS AND RALPH MARCHESE. THERE'S A GUY NAMED CHANDRADAT RAMNARAIN TOO, FROM SOME LITTLE INDIAN COLONY IN SOUTH AMERICA -- DON'T KNOW WHERE HE'S AT RIGHT NOW.
C'MON ED, WE GOTTA HUSTLE. POLKOW SAYS MIKE CAUGHT A CHOPPER AND SHOULD BE HERE IN A COUPLE OF MINUTES. THEN WE'VE GOT TO SEE TOP.
RIGHT! SEE YOU GUYS!
U.S. ARMY
MUST BE HIM!
ROB! ED! DID YOU GUYS MISS ME? WHAT A GREAT TIME! I GOT A MILLION THINGS TO TELL YOU!


WE GOT A MILLION THINGS TO TELL YOU, TOO! LOOK! I'M A CORPORAL, AND ROB MADE BUCK SERGEANT!
HEADQUARTERS
4/23
INFANTRY
ORDERLY ROOM
WHAT'S THIS...?
I DON'T CARE WHAT HE SAYS. HE'S JUST A NEW REPLACEMENT, LOOKING TO MAKE A NAME FOR HIMSELF ANY WAY HE CAN...! I'VE BEEN IN THIS MAN'S ARMY 22 YEARS, AND I NEVER...
SAVE IT. I'M C.I.D. WE GOT TIPPED TO WHAT YOU WERE DOING, AND I SAW YOU TAKE THE BRIBE MYSELF. THE BILLS ARE MARKED AND IN YOUR POSSESSION. WE'VE GOT YOU DEAD TO RIGHTS. TAKE HIM AWAY, GENTLEMEN!
I KNEW YOU'D GET HIM. BUT I ALWAYS THOUGHT YOU'D DO SOMETHING VIOLENT, FRAG HIM OR SOMETHING!
I'M SURPRISED AT YOU, ROB. AFTER ALL, AS TOP HIMSELF WOULD SAY: VIOLENCE IS THE LAST REFUGE OF THE INCOMPETENT.
HE ALWAYS UNDERESTIMATED YOU. BUT HE WASN'T A BAD MAN, JUST COULDN'T ADJUST TO SITTING BEHIND A DESK. HAD TO BE DOIN' SOMETHING, EVEN IF IT WAS THE WRONG THING.
WHA!!?

LARRY HAMA
EDITOR

PAT REDDING
ASSISTANT EDITOR

INCOMING

c/o MARVEL COMICS GROUP
387 Park Avenue South
New York, New York 10016

Dear Larry and Pat:

This is a *great* comic book. I enjoyed reading it, all eleven times. The art is superbly done by Michael Golden who is one of my favorite artists. Heck, everything was done well, but I think I should really congratulate Doug Murray on an excellent story. Is he a vet? If not, I would like to know where he got all his information on Vietnam. The only stuff that he left out was the stuff the Comics Code would not approve.

Before I finish this letter, I would like to ask a few questions:

1) Will you tell us about each character's background?

2) Will you show us all of the emotional states that some soldiers went through (e.g. 'shell shock')?

3) Have 'NAM NOTES at the back of every issue.

Well, that's all the questions I have for now. Hope you're pleased to have me as a permanent reader of THE 'NAM. And remember . . . "Charlie don't surf!"

Alan Hodgkinson
214 Sherway Dr.
Nepean, Ont. (near Ottawa)

Yes, Doug is a Vet, although he still does considerable research to make sure everything is just so. As to your other questions, 1.) We'll discuss character backgrounds but only occasionally and only as background. 2.) Yes, we'll try to show all the emotional states from the War. And, 3.) Yes, 'NAM NOTES will continue in every issue.

Dear Doug and Mike:

I don't normally write letters to anyone and wouldn't normally write to you, except for the fact that there are some things I felt should be said regarding your new book. I've just finished reading "THE 'NAM" #2 and first let me say that this is one of the few comics I've ever anxiously waited for.

The two stories ("Fifth to the First") from SAVAGE TALES were excellent and I, of course, expect the same sort of excellence from this new book. Unfortunately, I feel you're making a few mistakes—they are, however, easily correctable.

The biggest problem I see is in the writing. Now, Doug, I'm not complaining about your writing, I'm complaining about the MARVEL COMICS way of storytelling. I was hoping we could have a *real* account of the Vietnam War. I can see the necessity of changing the type of story from an autobiographical nature (SAVAGE TALES) to a more standard story-telling approach. But why do we have to gear the book toward the twelve-year-old market?! Why do we have to have every slightly bewildering phrase or word explained to us? I wasn't in Vietnam but I'm not stupid, and neither are most of your readers. Let us use our own resources or imagination to work it out. In the first issue you said you were going to tone down the language and I thought that would probably be a good idea. Now, I'm not so sure. It seems like you've buried it altogether! I feel this has and will continue to detract from the realism. I'm not asking you to open the expletive valve all the way, but a little trickle surely can't hurt. C'mon, Doug, make it real, not easily understood.

Now, as far as the artwork goes, this is what immediately attracted me to your stories. I feel that it's the best stuff Mike Golden has ever done. THE MICRONAUTS was spectacular, but the work here is comic art at its bery best. The characterization and technical authenticity allows me to overlook the more cartoony characters that the new cast seems to have taken, so that's no problem. Armando's inks are also quite good.

I feel this comic has potential that is far and above that of most Marvel books, and can actually teach people as well as entertain them. Keep this book away from the Marvel style ot catering to the kids, it must be allowed to realize its full potential. I'm jealous, I wish I could write it too, but it's your baby, Doug, please don't blow it.

Take it easy and watch for snipers,

"SKI" Tyrolia
Ft. Leonard Wood, MO

Doug here. You make some good points, Ski, but you answer your own problems as well. THE 'NAM is not just aimed at people like you and the vets, it's meant as a sort ot primer on the Vietnam War to anyone that will read it. That includes the kids. I don't think that we've compromised too much to make the book available to our younger readers, in tact, it you want to reason out the jargon we use, you can certainly do it, that's why we put the glossary in the back and don't tootnote on the pages. We'll try to keep the story line as adult and true-to-lite as possible. The tew compromises we make will not compromise our integrity. Incidentally, if you liked the old gang trom "FIFTH TO THE FIRST," there'll be an appearance by them in THE 'NAM #8; tell us what you think.

Sirs:

Although I am not a comic 'buff,' I just tinished reading my copy ot the second issue of 'THE 'NAM.'

You are to be commended for a fine first and second issue.

Being a Vietnam Vet, I find the story line and illustrations very real. Your artists are to be congratulated for a fine job, however, I do have one bit ot what I hope they will take as constructive criticism. In my entire twelve-month tour in northern I Corps, (six months in Dong Ha in C company 2/34th Armor and six months out of Quang Tri in Delta 1/77th Armor) I never saw even one straight standing power pole!

Also, could you tell me what the word or acronym for a new guy in country really was? Anyway, thanks for a good job on a fine book. I look forward to my next issue.

Tom White
1193 Gila Dr.
Kuna, Idaho 83634

Gentlemen:

I served in the 25th Infantry Division (2nd Bn. 22nd Mech. Inf) in Vietnam from 1969–1970. I was recently pleasantly surprised by my son, when he showed me a copy ot your new MARVEL comic, THE 'NAM. I think it is a great idea, and I enjoyed the first issue. I brought back a good deal of printed material from my tour, including 1969's 25th Division yearbook, many issues of THE TROPIC LIGHTNING newspaper, Leaflets, etc. of which I have enclosed samples.

If you can use any ot my material for a source of anecdotes or information in your publication, please let me know. I was in a sister Mechanized Infantry Unit to the 4/23 for eleven months in Combat so I know a good deal about it. Thanks for a good idea.

Larry Nuckolls
3497 Mt. Terrace
Memphis, Tn. 38127

Thanks a lot, Larry. Both tor the material and the compliments, we'll try to make good use of both.

'NAM NOTES

Okay, boys and girls, we're back again tor a quick till in on those GI terms you may not understand. Pay close attention there's likely to be a quiz in the future:

BUCK SERGEANT: The basic sergeant. A three-striper, the lowest rank of sergeant.

CLERK-TYPIST: The army has a name tor everything and everybody. A Clerk-Typist is a troop whose function is to act as a secretary for the company—of course, army would *never* use the term secretary, not macho enough by a long shot.

DET CORD: Explosive primer cord. Generally used to prime bangalore torpedoes and other explosive devices, troops could also use it to chop down trees and clear brush—handier than an axe, and easier to carry.

EXTRACTION: Using a helicopter to pull troops out of the bush. Usually done fast and dirty, the chopper only hitting the ground for a matter of a few seconds.

FIRST SERGEANT (TOP): The highest rank of sergeant (except for the very specialized and rare Sergeant Major).

FRAG: Army slang for what is essentially an act of murder. During the war, many NCO's and officers became so intent on gaining rank and glory that they would endanger their men. Fragging was nature's way of telling them they had made a mistake. It was usually accomplished by flipping a hand grenade (ours or theirs) into a room in which the subject was sleeping.

GREENIE: A new troop, one still wet behind the ears.

HUMPIN' THE BOONIES: Literally packing a mass of equipment in the bush. Usually a reference to a long range patrol with full gear moving through the field.

JUICE: Pull or intluence. Also used to mean bribery or the bribe money itself.

KLICKS: Slang for kilometers, the new unit ot measure.

'155: Slang for a 155 millimeter Howitzer. A long range piece of artillery. The '155 could lob a shell in a high arc for a considerable distance, although the shells moved relatively slowly. Good for long range cover.

PACIFIED: A village (or area) that was on 'our side,' or one that was full of dead people.

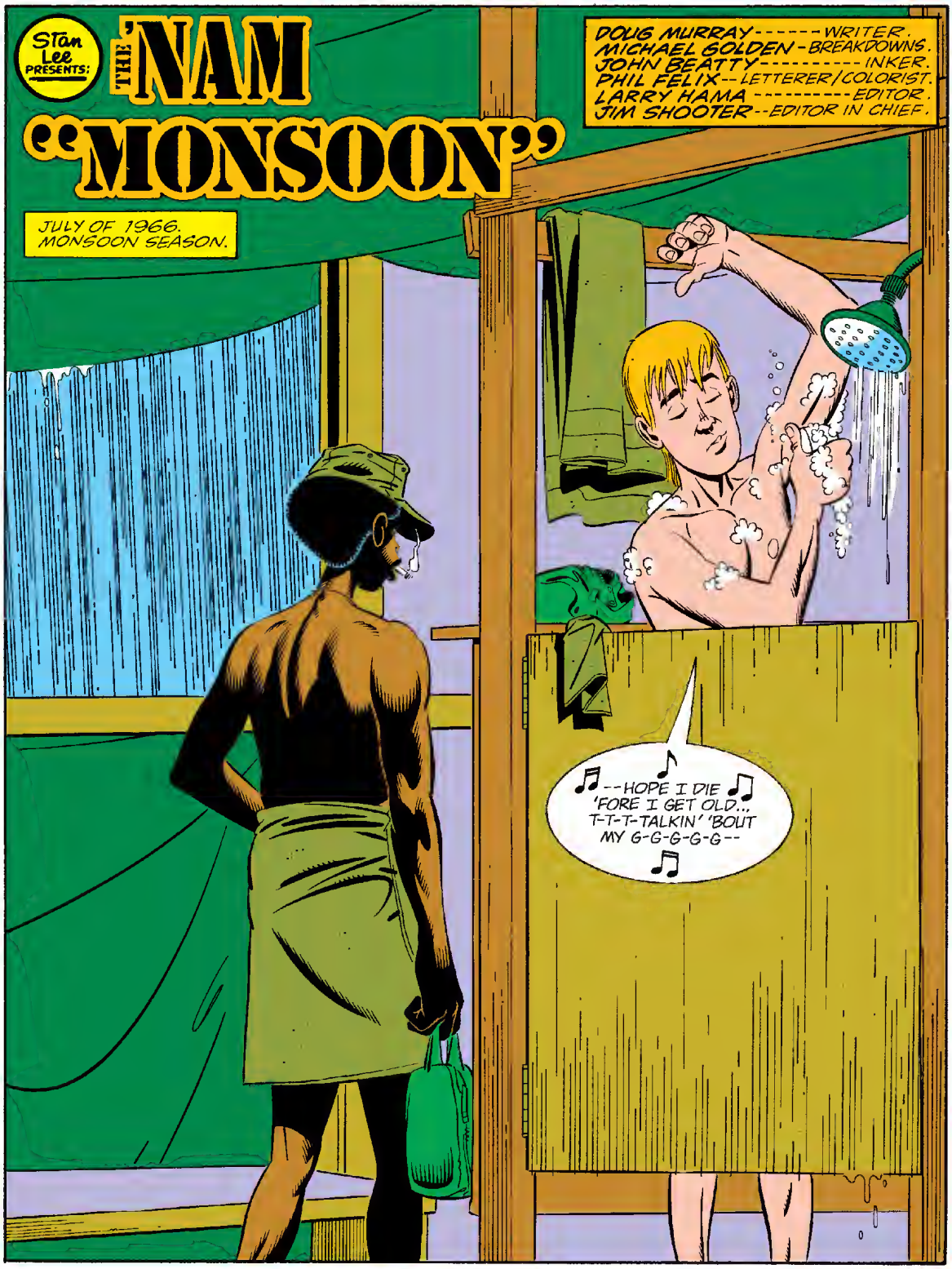
PURPLE HEART: Decoration given to troops wounded in the combat zone, usually in the line of duty.

REMF: A very rude and crude way of describing those gentlemen who stayed behind the lines and seldom, or never, entered the field. Not complimentary.

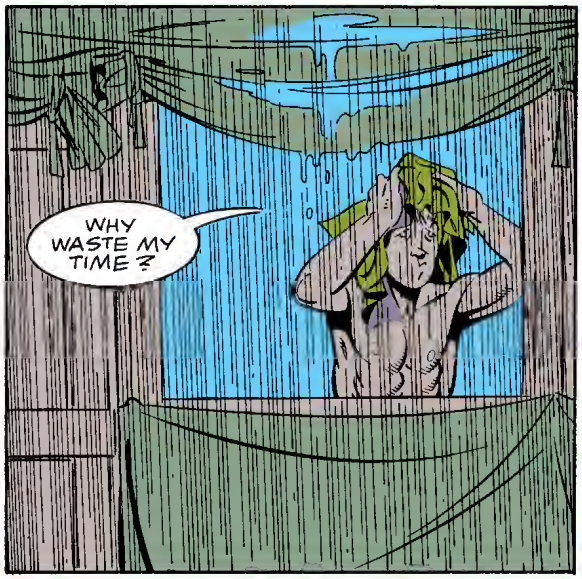
SACK: Also 'sack out,' 'catch some z's,' etc. Get some sleep.

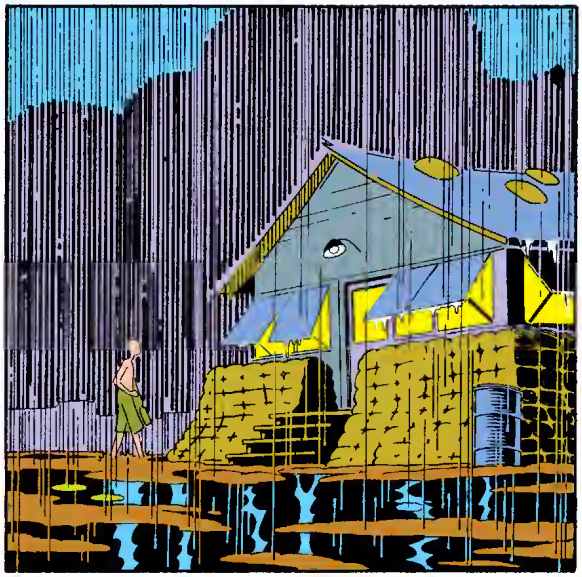
WILLY PETER: White Phosphorus. Usually put into grenades or shells, will burn with any exposure to oxygen, even the oxygen in water. Very nasty stuff, really scary.

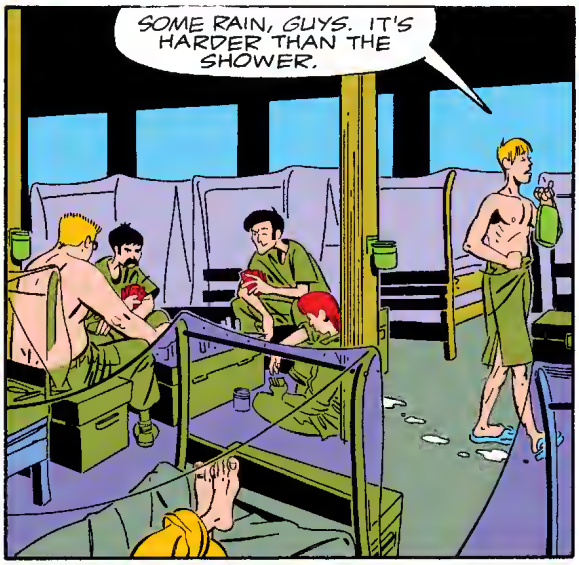

MARVEL
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THE 'NAM
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AUTHORITY



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WHY WASTE MY TIME?

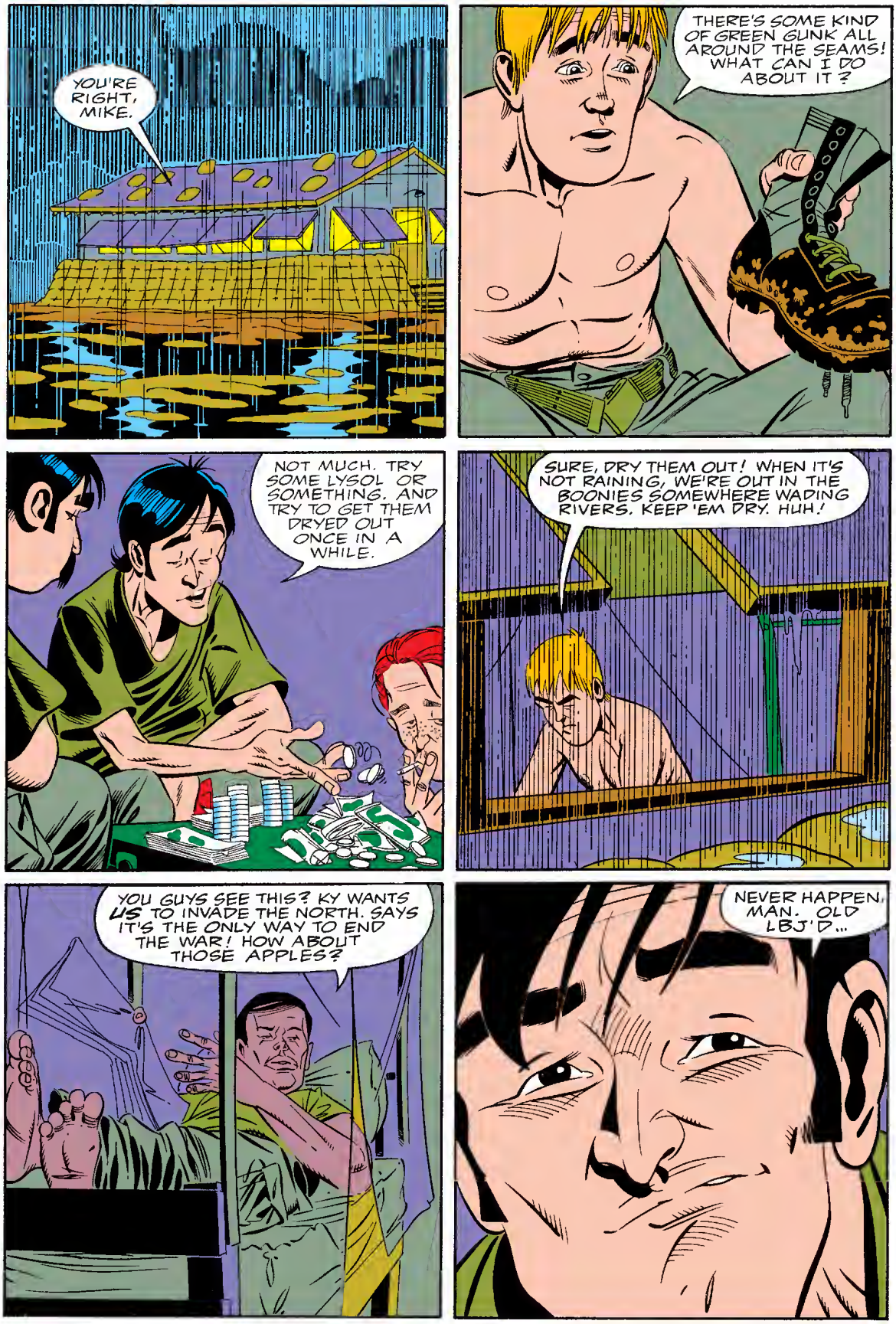



SOME RAIN, GUYS. IT'S HARDER THAN THE SHOWER.


YUP. BE LIKE THIS FOR A COUPLE OF MONTHS, EXCEPT WHEN IT RAINS HARDER!

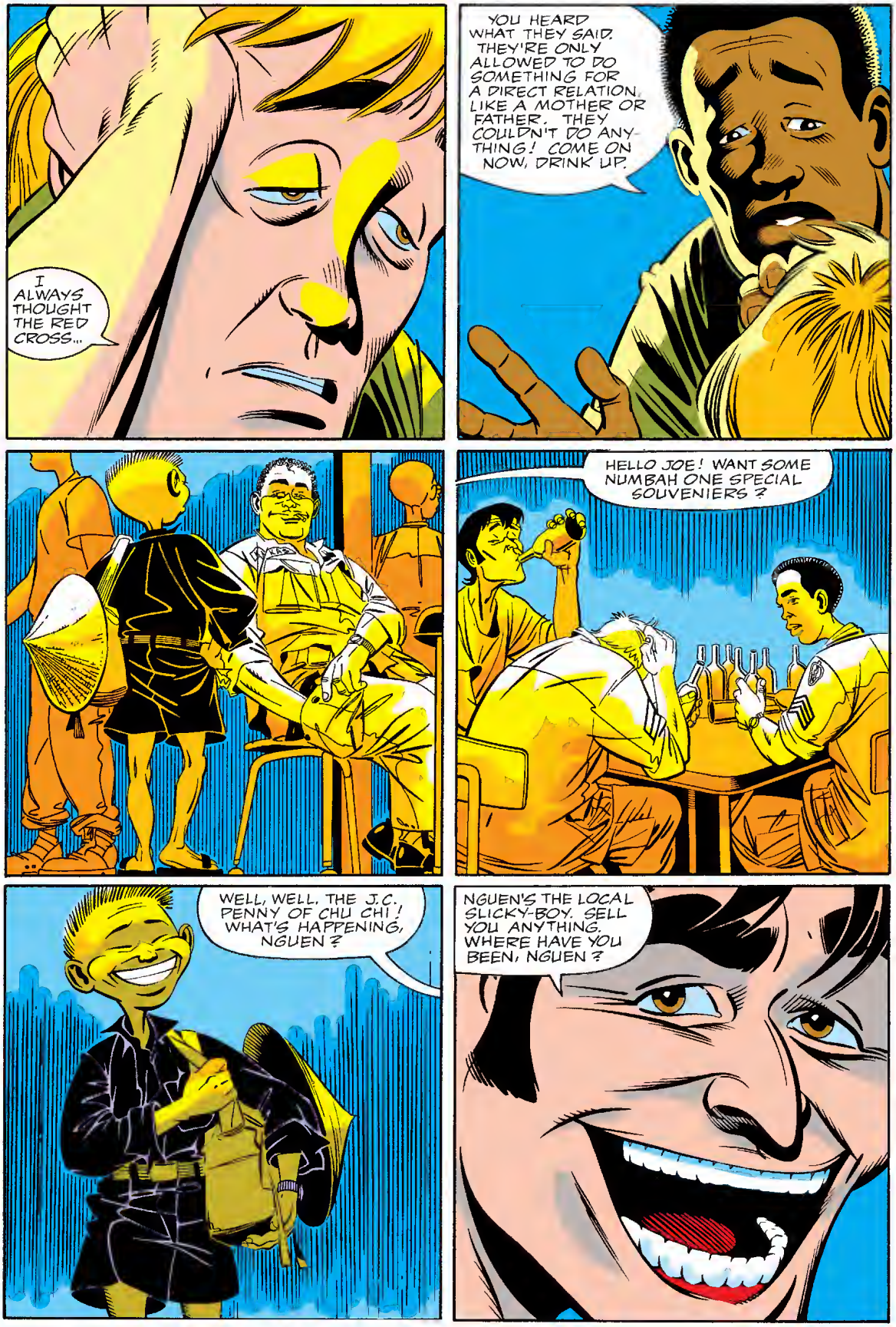

WHA...!

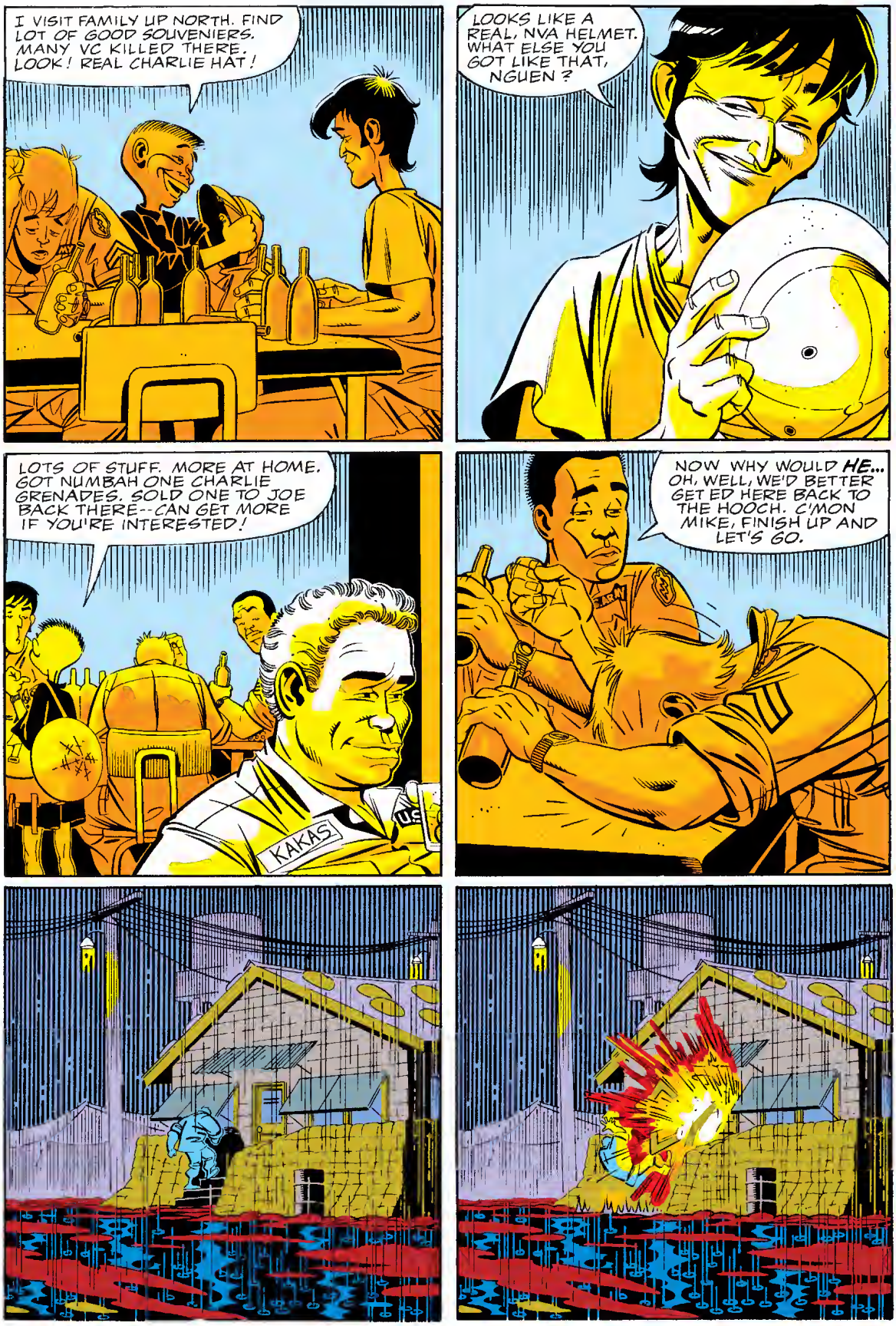

CHECK THE REST OUT. BET YOU'VE GOT FUNGUS IN ALL THE SEAMS, IT'S ALL THE WATER

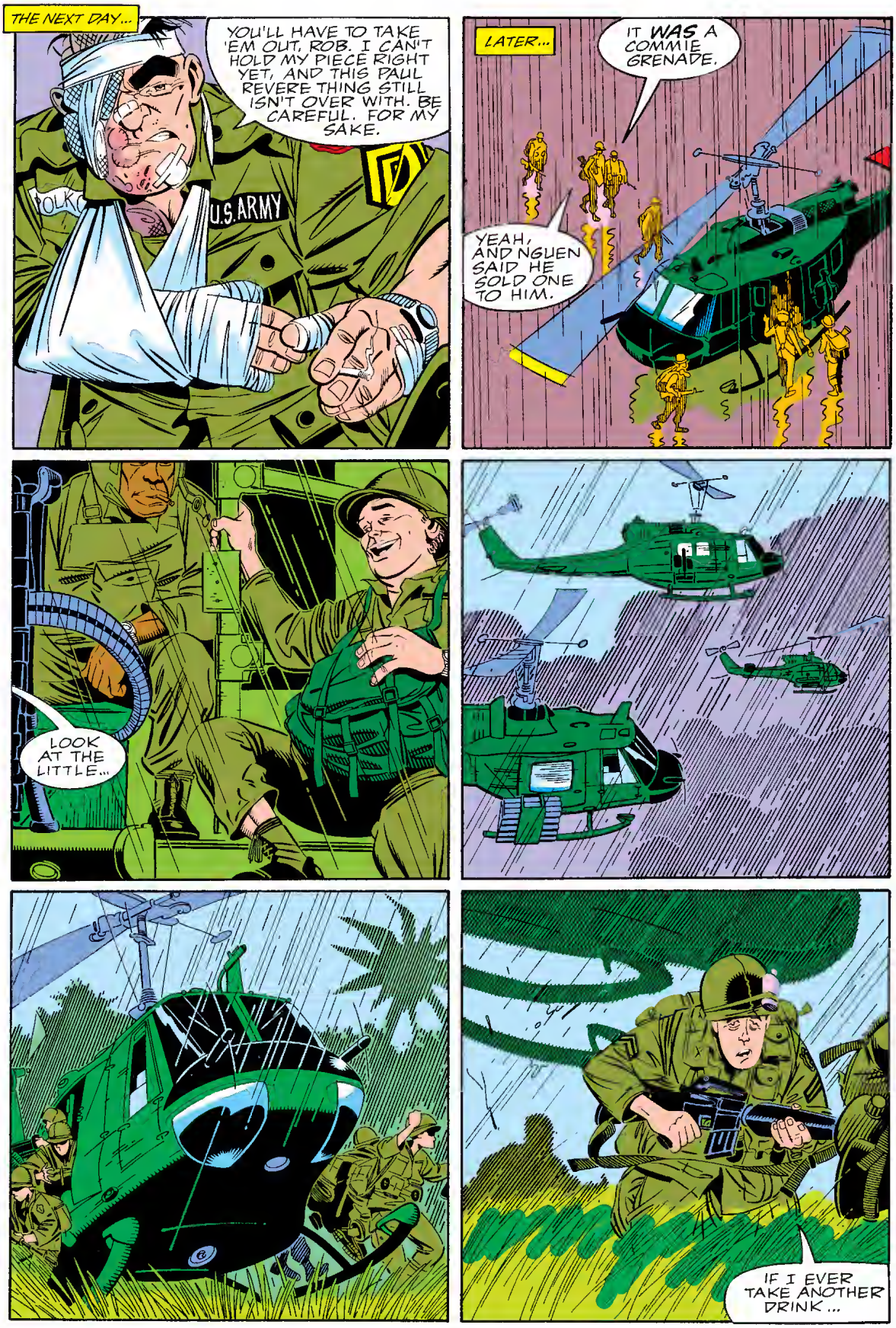

YOU'RE RIGHT, MIKE.
THERE'S SOME KIND OF GREEN GUNK ALL AROUND THE SEAMS! WHAT CAN I DO ABOUT IT?
NOT MUCH. TRY SOME LYSOL OR SOMETHING. AND TRY TO GET THEM DRYED OUT ONCE IN A WHILE.
SURE, DRY THEM OUT! WHEN IT'S NOT RAINING, WE'RE OUT IN THE BOONIES SOMEWHERE WADING RIVERS. KEEP 'EM DRY. HUH!
YOU GUYS SEE THIS? KY WANTS US TO INVADE THE NORTH. SAYS IT'S THE ONLY WAY TO END THE WAR! HOW ABOUT THOSE APPLES?
NEVER HAPPEN, MAN. OLD LBJ'D...


MAIL CALL!
HEY!
FORGET IT, MAN. MAIL ALWAYS COMES FIRST!
GOT A COUPLE FOR YOU HERE TOO, MIKE!
HEY! WHY DIDN'T YOU SAY SO IN THE FIRST PLACE!?
OH NO!


IT'S MY GRANDDAD! HE'S REAL SICK, PROBABLY DYING!
HE WAS ALWAYS SO GREAT TO ME! WHAT CAN I DO?
COME WITH ME, ED. LET'S GO TO THE COMMO SHACK. MAYBE WE CAN GET YOU A CONNECTION BACK TO THE WORLD!
THANKS, ROB. MAYBE MY MOM COULD TELL ME SOMETHING.
LATER...
C'MON ED, DRINK UP. IT'LL HELP, BELIEVE ME.
CAN'T BELIEVE IT. JUST CAN'T BELIEVE IT.


I ALWAYS THOUGHT THE RED CROSS...
YOU HEARD WHAT THEY SAID. THEY'RE ONLY ALLOWED TO DO SOMETHING FOR A DIRECT RELATION, LIKE A MOTHER OR FATHER. THEY COULDN'T DO ANYTHING! COME ON NOW, DRINK UP.
HELLO JOE! WANT SOME NUMBAH ONE SPECIAL SOUVENIERS?
WELL, WELL, THE J.C. PENNY OF CHU CHI! WHAT'S HAPPENING, NGUEN?
NGUEN'S THE LOCAL SLICKY-BOY. SELL YOU ANYTHING. WHERE HAVE YOU BEEN, NGUEN?


I VISIT FAMILY UP NORTH. FIND LOT OF GOOD SOUVENIERS. MANY VC KILLED THERE. LOOK! REAL CHARLIE HAT!
LOOKS LIKE A REAL, NVA HELMET. WHAT ELSE YOU GOT LIKE THAT, NGUEN?
LOTS OF STUFF. MORE AT HOME. GOT NUMBAH ONE CHARLIE GRENADES. SOLD ONE TO JOE BACK THERE--CAN GET MORE IF YOU'RE INTERESTED!
KAKAS
NOW WHY WOULD HE... OH, WELL, WE'D BETTER GET ED HERE BACK TO THE HOOCH. C'MON MIKE, FINISH UP AND LET'S GO.


THE NEXT DAY...
YOU'LL HAVE TO TAKE 'EM OUT, ROB. I CAN'T HOLD MY PIECE RIGHT YET, AND THIS PAUL REVERE THING STILL ISN'T OVER WITH. BE CAREFUL. FOR MY SAKE.
U.S. ARMY
LATER...
IT WAS A COMMIE GRENADE.
YEAH, AND NGUEN SAID HE SOLD ONE TO HIM.
LOOK AT THE LITTLE...
IF I EVER TAKE ANOTHER DRINK...


ROB, WE'VE GOT TO DO SOME-THING.
WHAT YOU GOT, ED?
MAP SAYS IT'S A FRIENDLY. THAT'S WHAT WE'RE HERE TO CHECK OUT. TAKE THE POINT.
WELL, THAT WAS EASY ENOUGH!

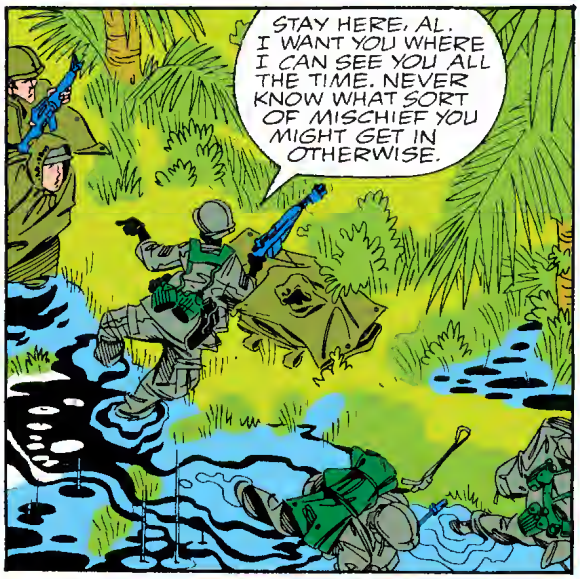

WELL, ROB. WHAT DO YOU THINK?
HEY, GUYS, WAIT UP!
LET ME DO THE TALKING, MIKE. YOU TOO, JERRY. KEEP YOUR MOUTH SHUT.
WHAT-EVER YOU SAY, SARGE!
HELLO JOE! WELCOME TO OUR POOR VILLAGE.
THANK YOU. WE ARE JUST PASSING THROUGH, LOOK-ING FOR NUMBAH TEN GUERILLAS. HAVE YOU SEEN ANY?

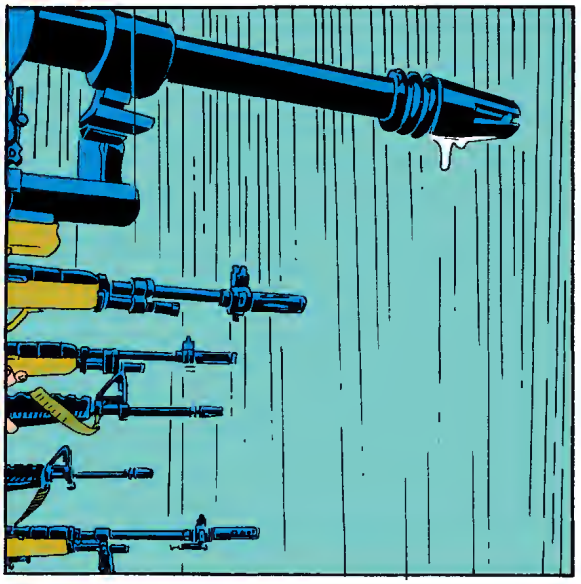

GUERILLAS! HERE? THIS IS JUST A PEACEFUL VILLAGE.
I AM GLAD IT IS SO PEACEFUL. WE WILL NOT DISTURB YOU, BUT SURELY YOU WON'T MIND IF WE WALK THROUGH AND AVOID THE MUD OF THE FIELDS?
WE WOULD BE PROUD TO HAVE OUR AMERICAN FRIENDS VISIT. JUST FOLLOW THIS DIKE FOR ANOTHER TWO OR THREE KLICKS. WE WILL GO AHEAD TO PREPARE A WELCOME.
AREN'T YOU WORRIED ABOUT WHAT KIND OF RECEPTION THEY'LL SET UP FOR US, ROB?
A HOT ONE, I'M SURE. SARGE, I SPEAK THE LANGUAGE. THOSE BOYS WERE VC AND THEY'LL BE LOOKING FOR US.
OF COURSE THEY'RE CHARLIE. THEY CAME BECAUSE OF THAT MESSENGER THE LAST VILLAGE SENT OUT. BUT THEY'LL BE WAITING FOR US UP AHEAD, WON'T THEY?

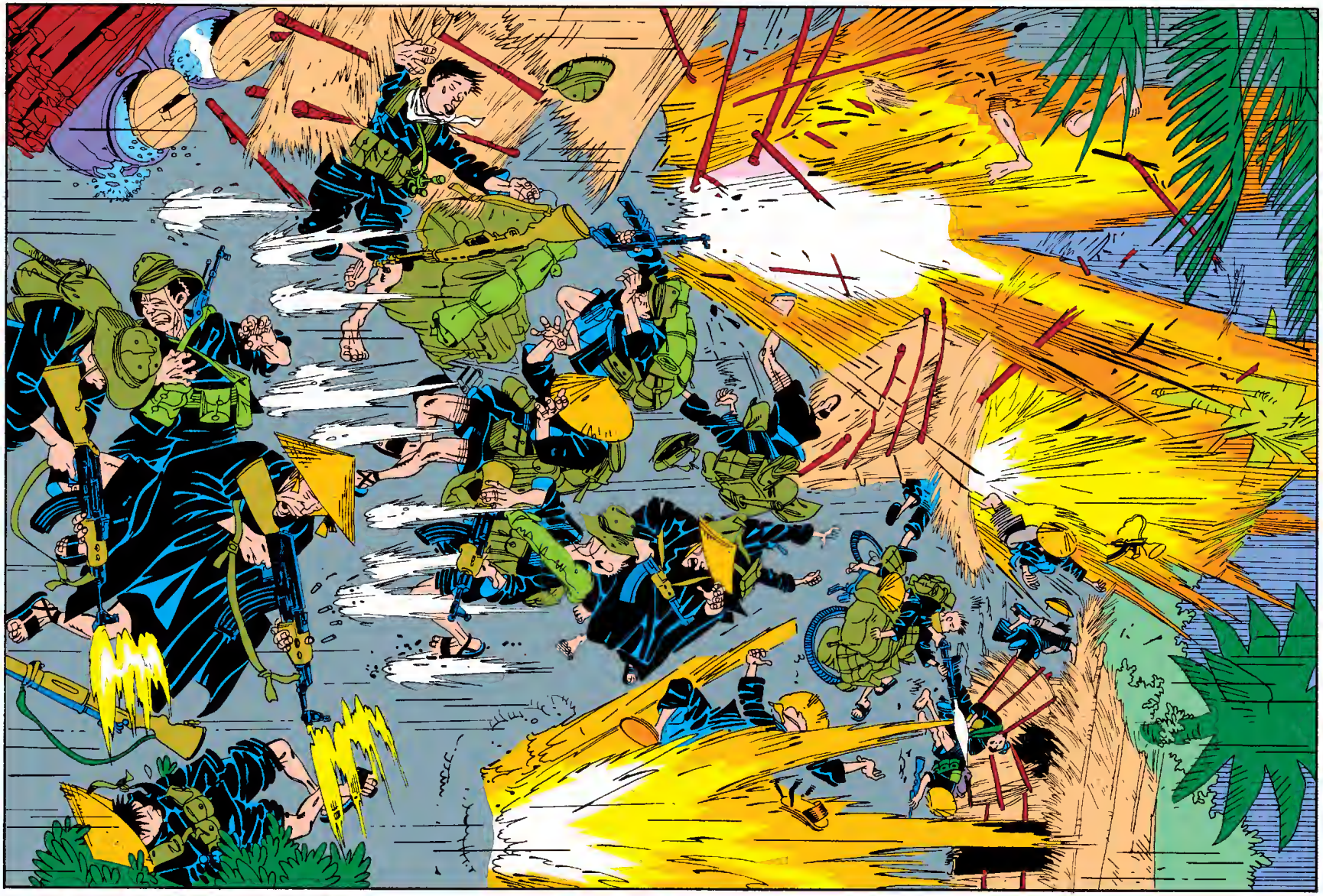

LATER...
YUP, JUST AS I THOUGHT!


THEY THINK WE'RE WITH THEIR FRIENDS. LET'S LET THEM KNOW THEY MADE A MISTAKE! JERRY, MAKE SURE WE GET THE OXEN. ED, THOSE HUTS AT THE EDGE OF THE VILLAGE ARE WHERE THE SUPPLIES ARE. GET THE REST OF THE SQUAD UP HERE.

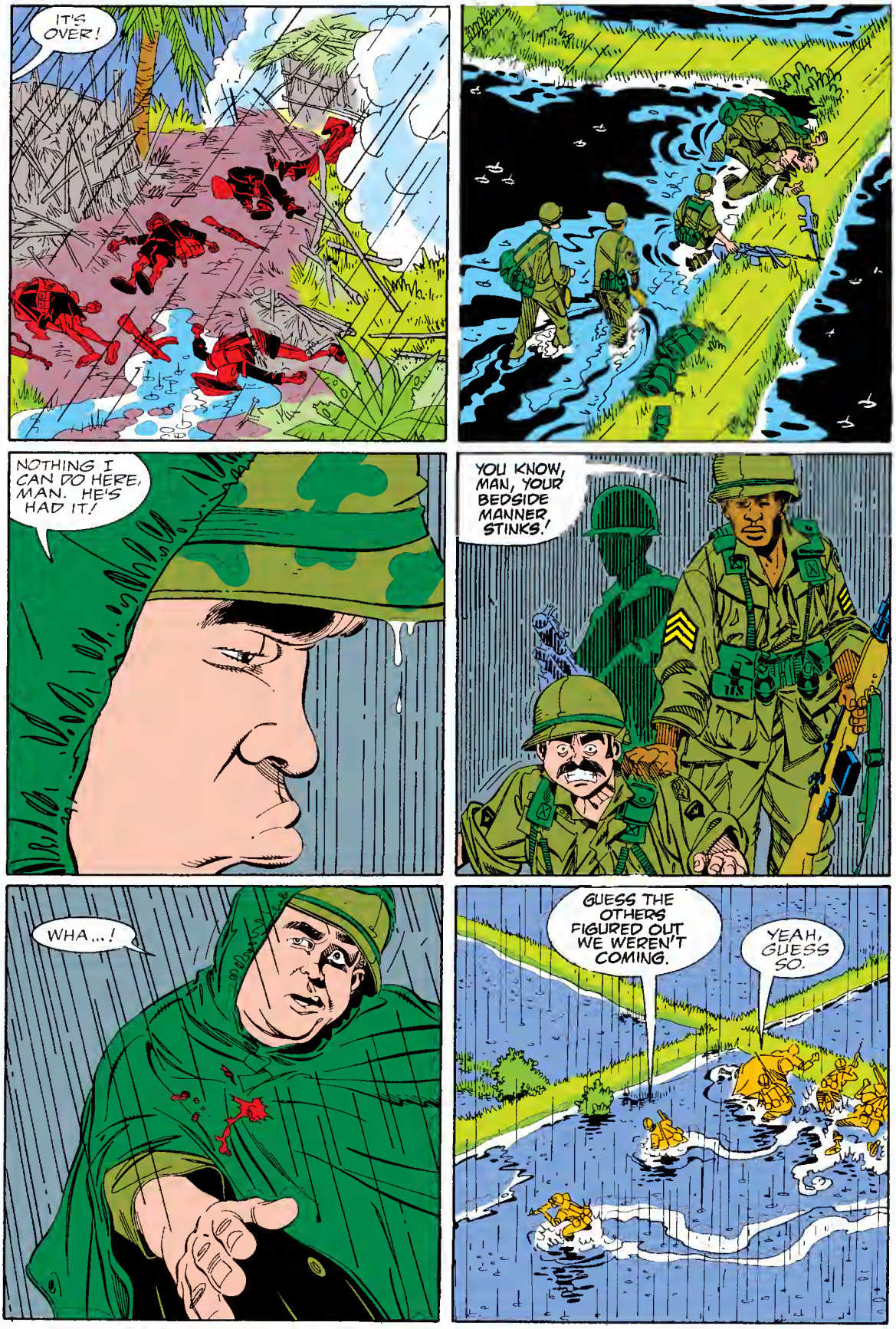

KAKAS! PASS THE WORD, GET KAKAS UP HERE!


STAY HERE, AL. I WANT YOU WHERE I CAN SEE YOU ALL THE TIME. NEVER KNOW WHAT SORT OF MISCHIEF YOU MIGHT GET IN OTHERWISE.



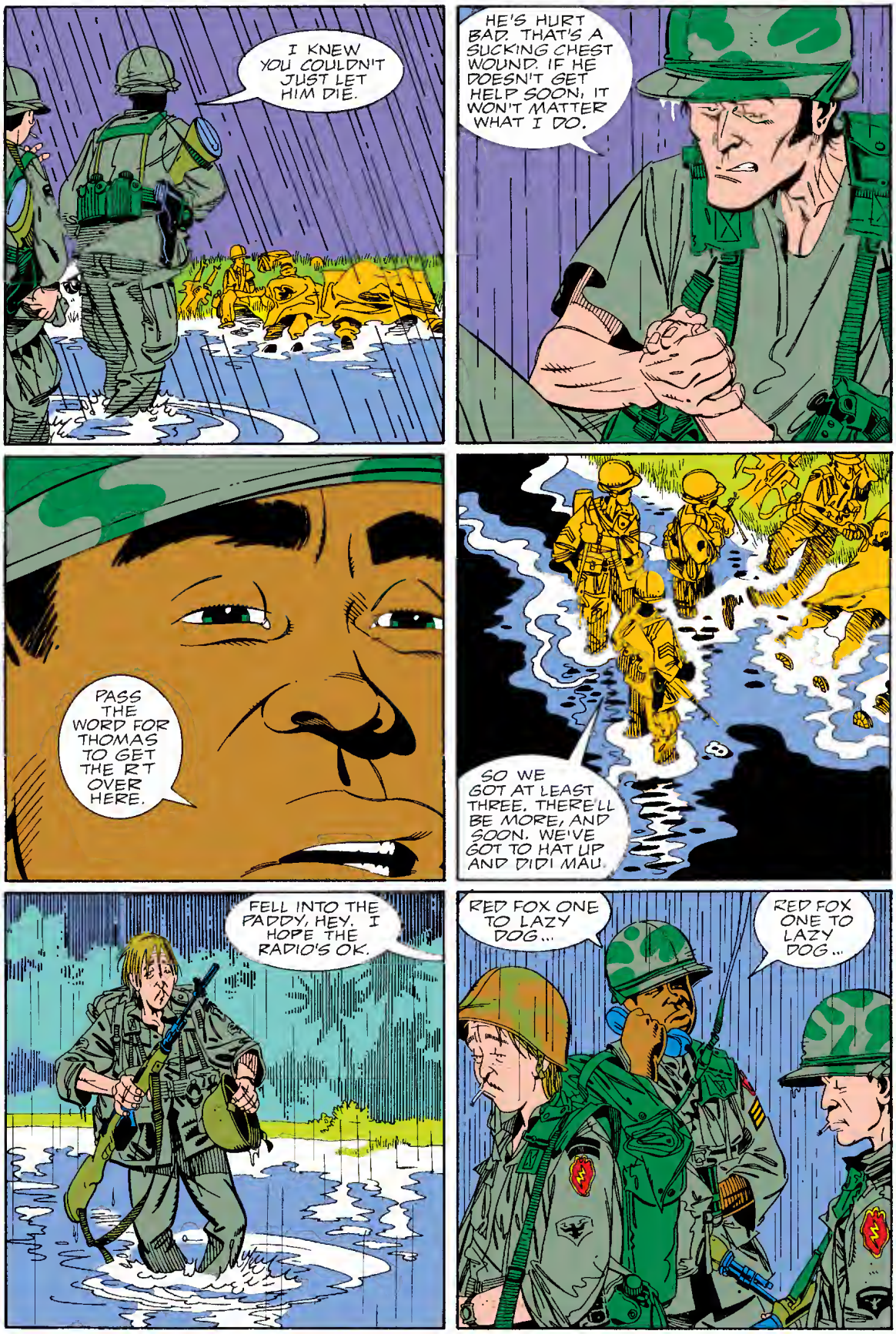



CRIPES!
MEDIC!! MARCHESE IS HIT OVER HERE!!
GET OVER THERE! NOW!
YOU TAKE CARE OF THAT MAN OR I'LL SHOOT YOU RIGHT NOW! UNDER-STAND?!

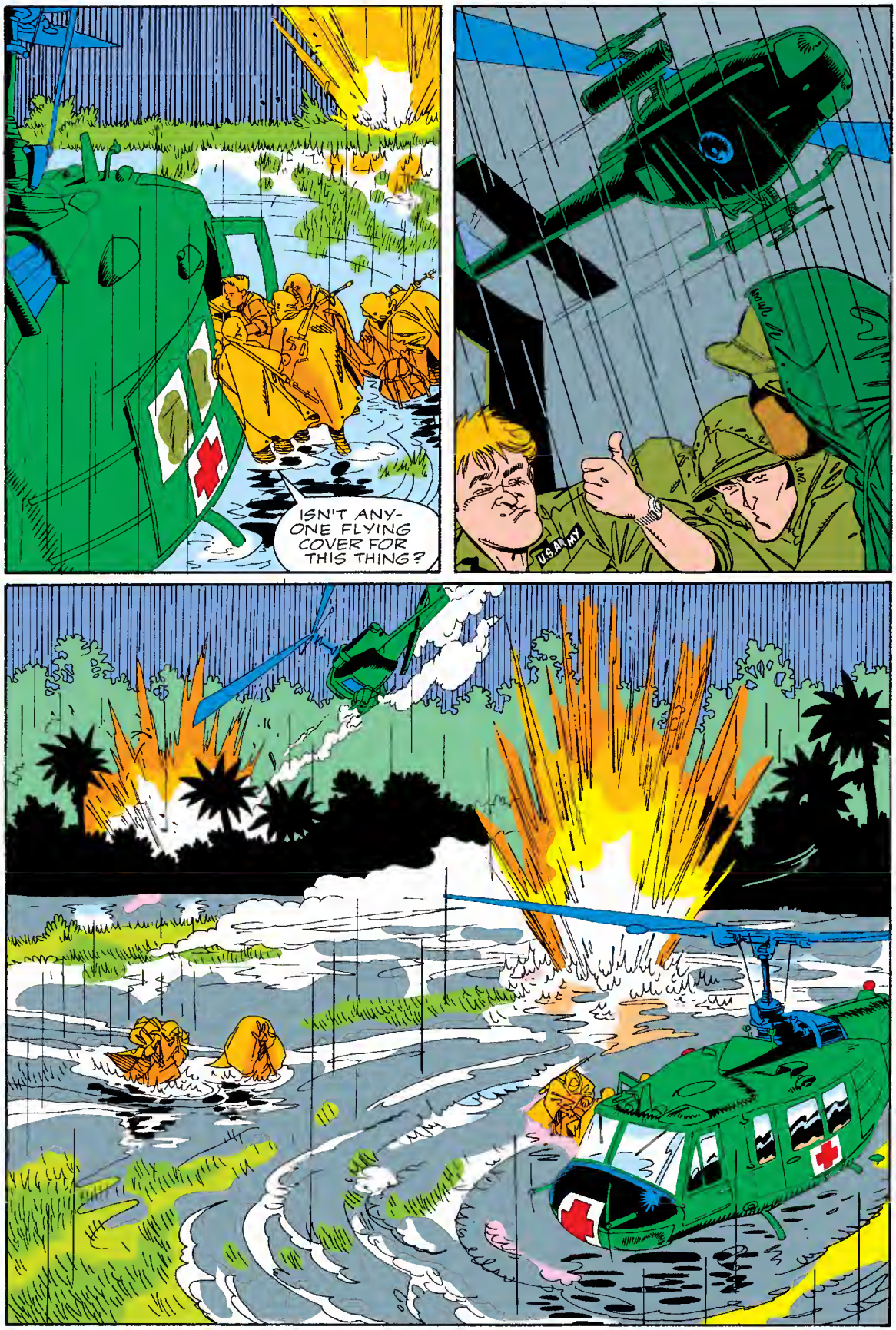

IT'S OVER!
NOTHING I CAN DO HERE, MAN. HE'S HAD IT!
YOU KNOW, MAN, YOUR BEDSIDE MANNER STINKS!
WHA...!
GUESS THE OTHERS FIGURED OUT WE WEREN'T COMING.
YEAH, GUESS SO.


TAKE CARE OF HIM, MIKE.
SURE! RIGHT AWAY!
AIM FOR THE FLASHES, ED. WHO KNOWS? WE MIGHT HIT SOME-THING.
JERRY, LOAD WITH SOME WILLY PETER AND WE'LL SEE IF WE CAN FIND THOSE BOYS!

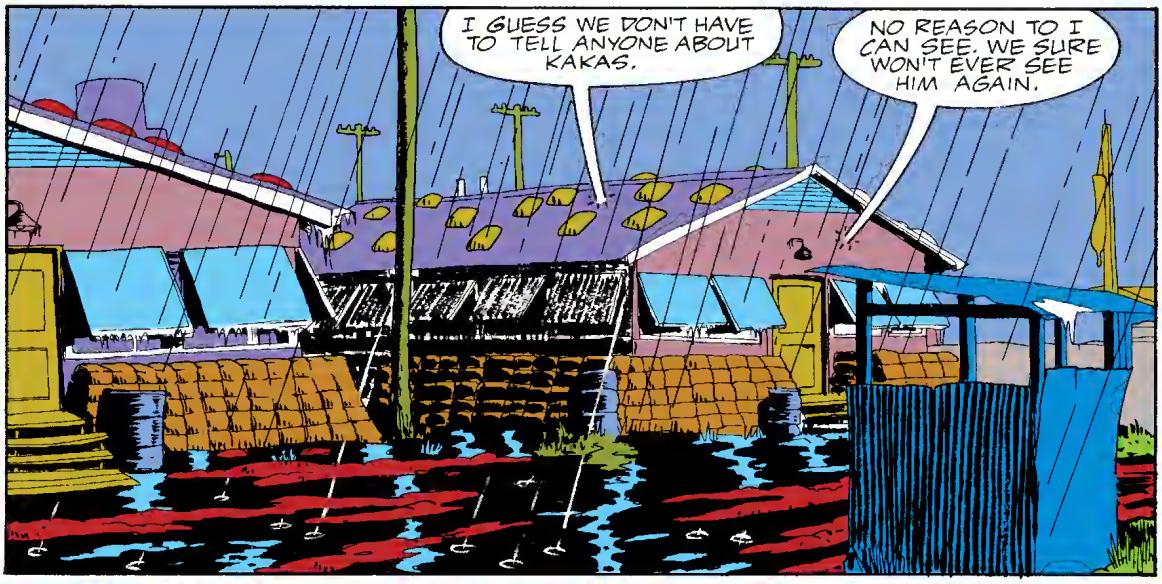

KEEP IT UP-- THAT STUFF'LL BURN IN THE RAIN!
WELL, THAT'S ONE OF THEM!
YOU MIGHT AS WELL STOP. NO ONE OUT THERE NOW.
ED, JOSE, GO CHECK IT OUT. BE CAREFUL.
LIKE I SAID, NO ONE OUT HERE NOW. LET'S LET THE SARGE KNOW.

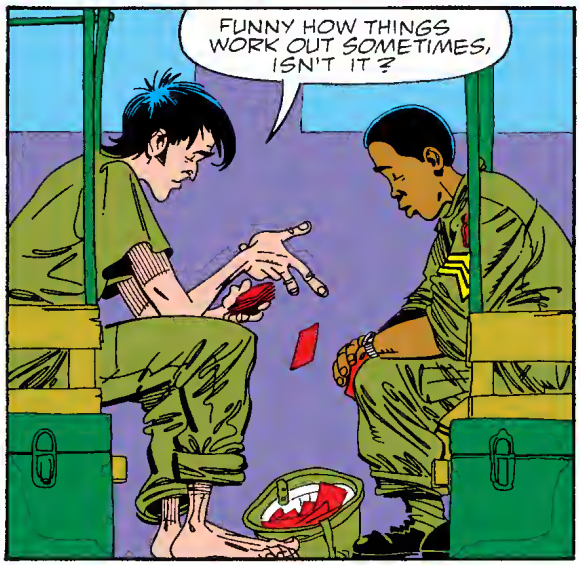

I KNEW YOU COULDN'T JUST LET HIM DIE.
HE'S HURT BAD. THAT'S A SUCKING CHEST WOUND. IF HE DOESN'T GET HELP SOON, IT WON'T MATTER WHAT I DO.
PASS THE WORD FOR THOMAS TO GET THE RT OVER HERE.
SO WE GOT AT LEAST THREE. THERE'LL BE MORE, AND SOON. WE'VE GOT TO HAT UP AND DIDI MAU.
FELL INTO THE PADDY, HEY. I HOPE THE RADIO'S OK.
RED FOX ONE TO LAZY DOG...
RED FOX ONE TO LAZY DOG...


THAT'LL BE THE EVAC CHOPPER. POP THE SMOKE!
RIGHT, RED SMOKE!
INCOMING!
COME ON! MOVE IT!! WE'VE GOT TO GET OUT OF HERE!


ISN'T ANY-ONE FLYING COVER FOR THIS THING?
U.S. ARMY


COME ON! GET THE LEAD OUT! LET'S GET THE HECK OUT OF HERE!


I GUESS WE DON'T HAVE TO TELL ANYONE ABOUT KAKAS.
NO REASON TO I CAN SEE. WE SURE WON'T EVER SEE HIM AGAIN.


FUNNY HOW THINGS WORK OUT SOMETIMES, ISN'T IT?


YEAH, FUNNY.


HEY! I THOUGHT THESE THINGS WERE FIXED! WHAT DO I DO NOW?!


XIN LOI, MAN-- THEM'S THE BREAKS!

LARRY HAMA
EDITOR

PAT REDDING
ASSISTANT EDITOR

INCOMING

℅ MARVEL COMICS GROUP
387 Park Avenue South
New York, New York 10016

Dear Doug, Larry, and Mike:

When I first heard that Marvel was proposing to do a comic about the Vietnam War, I was filled with no small amount of apprehension. I envisioned four-color adaptations of such travesties as RAMBO and MISSING IN ACTION. I feel it is a pernicious tendency in the popular media today to trivialize what was a very traumatic experience, not only for the U.S., but also for the rest of the western world. I'm pleased to say that THE 'NAM gives some glimmer of hope of rectifying this situation to some degree. It was a great relief to see that the main character wasn't another steroid gorilla a la Stallone. One thing I think you should stress is that most of the soldiers sent to Vietnam were very young and had to cope with a situation completely alien from anything they had ever experienced before. I realize that working within the comics code you must make certain compromises and concessions, but I hope you will continue in your resolution to portray the war as realistically as possible.

Personally, I would like to see THE 'NAM as a non-code book, on better paper. But I realize that if you alter the format of the book you might lose your younger readers and forego a golden opportunity to do something genuinely worthwhile in the comic medium. I think you should aim at not only entertaining your readers but also educating them about the true nature of war.

Before signing off I must say something about the fine art which was very reminiscent of Harvey Kurtzmann's war comics for EC. With Mike Golden, you undoubtedly have one of the premiere talents in comics today. I was dismayed by the coloring as, at times, it completely ruined the visuals. I hope you will improve things in future. Lots of luck with your new mag, and I hope you live up to my (high) expectations.

David Sherpenhuizen
Ramershaag 16C
6228 EW Maastricht
The Netherlands

David:

You've hit the basic problem right on the head. If we were to do THE 'NAM as an EPIC-style, non-comics code book, it would ensure a smaller audience, probably a much smaller audience. We feel it is much more important to get THE 'NAM out to the largest possible readership, and sacrifice a little in language and realism to do it. Hopefully, we'll maintain quality and realism throughout. As for the coloring, we've taken steps to correct the problems and they will, hopefully, not be repeated.

Gentlemen:

I salute you. "You and your guys did a terrific job . . . ", you know the quote and it does apply to the work I've seen in issues 1 & 2 of THE 'NAM. Excellent, just excellent!

Being in the service, and having been born in Vietnam, I can only say I get totally absorbed with your stories. The entire idea is really exciting. Maybe, through the magic of Marvel, there can finally be some understanding derived from that nightmare.

The concept of 'real time' is also unique. I can just see ten years down the line with our main character (thus far) on the steps of the Capitol with long hair, a fatigue jacket, and jeans protesting the madness that came from THE 'NAM. I like Private First Class Marks—but I fear for him. 'Nuff said.

I must salute Doug Murray and Mike Golden. Doug's writing is crammed full of info, not to mention wit and understanding. And Mike, your characters are really alive!

All in all, I must say that your new idea is really supplying some mature and serious reading to a generation that could never grasp the full concept (and horror) of THE 'NAM. Keep kicking *@ ##! Carry on!

AB Mlen F. Yolkman 153 66 5416
PSC #2 PO Box 4212
Sheppard AFB TEX. 76311

Dear Guys,

I have just finished reading my first copy of your new comic, THE 'NAM. I enjoyed reading this excellent piece of work on a part of history which not much is said about. This is not a work to be funny, but a work to portray history—both human suffering and personal survival. The work itself is only funny when life is humorous.

You have done an excellent job on both research and artwork, but you have gotten one point wrong. The emblem shown on both the shoulders of the men and the sides of the vehicles of the battalion is not the proper emblem. The emblem shown is the 'electric strawberry' of the 25th Infantry. And this is to be the 23rd Infantry. Also, the 23rd was organized 25 Sept. 1967 in Vietnam. I felt that you would like to hear input from a source, not just to prove you wrong, but to better the authenticity of one extremely good comic book. I look forward to the next eight years.

John W. Evans Jr.
2311 Parkway
Tupelo, MS 38801

John:

Several people have written about the 'electric stawberry' emblem. Please note that the 23rd Infantry was formed in Hawaii in Jan. 1966 and shipped to Nam at the end of that month, attached to the 25th Infantry. In Sept 1967, the 23rd was reorganized as a separate unit and was then authorized its own unit patch, which we'll see at that time. Thanks for the interest, and the letter, we'll keep trying to keep it going.

Sirs:

When I first heard about your series, THE 'NAM, I immediately thought of Sgt. Fury. I pictured a group of quasi-superhuman soldiers who jaunt around the front pulling off incredible feats of B.S. Then I saw the book at my local dealer. The incredible art tempted me to thumb through. What I found was refreshing. Not a bunch of wise-cracking demi-gods of war, but real people surviving in real-world situations of the Vietnam War. I am pleased. I was very young when Vietnam was over, I hope in some small way your book will help the people of my generation to understand what the war was about and help us to always remember and respect the men who fought in it.

No Name or Address.

Dear Nam Personnel:

I recently bought issues one and two of your comic and had to write. The reality of your comic is super, and I love how you base everything on the facts. (I'll learn more about the War with your comic book than I ever will in Social Studies! Now if you could only do something about Math . . .) You know what's really neat about THE 'NAM? The way everything happens in real time, as you explained in issue number one. All I have to say is that THE 'NAM is one of the best books on the market, and you're doing a great job. Please keep up the good work.

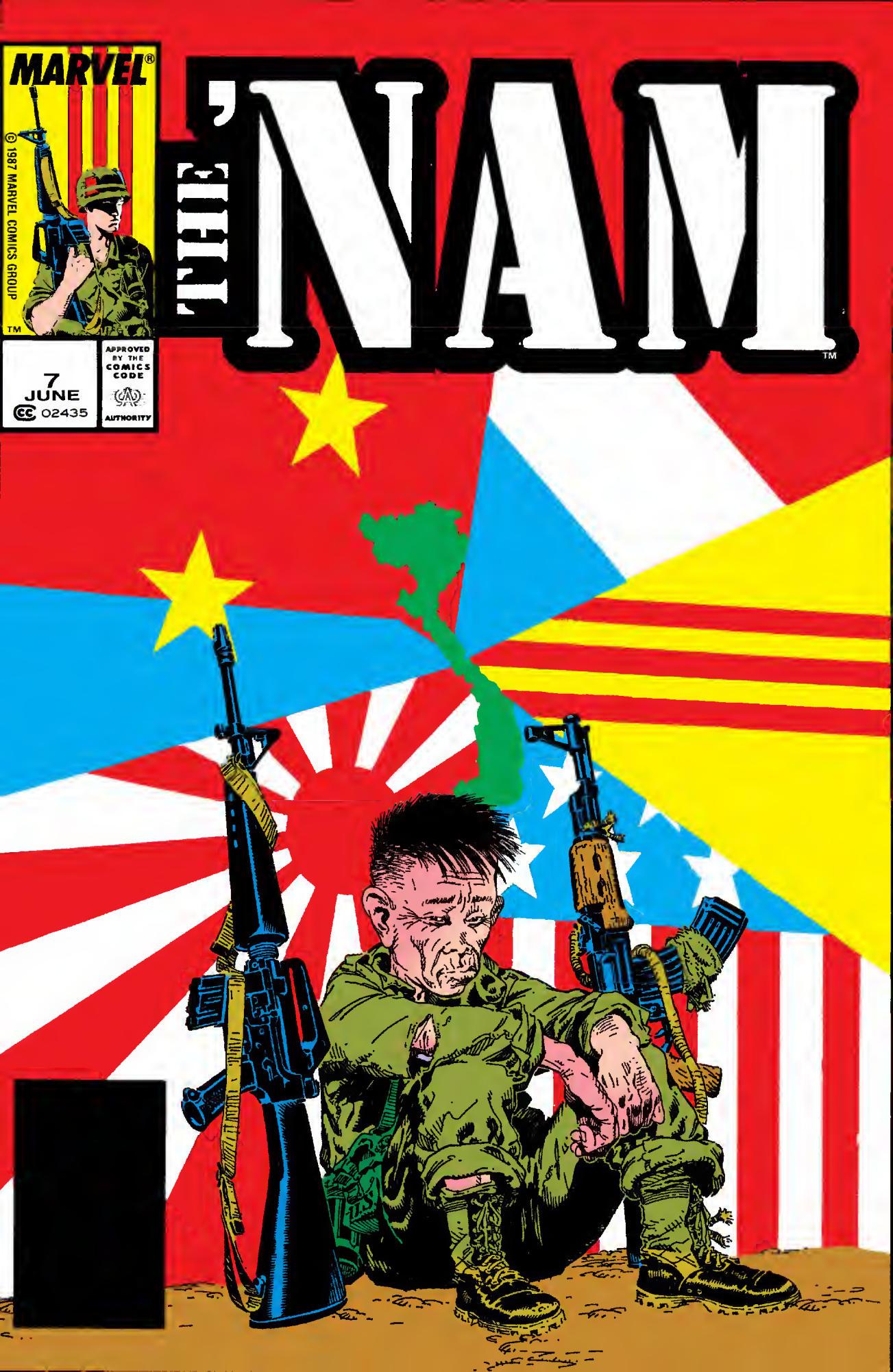
Cougar Traxx
700 Church St.
Bohemia, N.Y. 11716

Just a quick note to our Veteran readers. We just got word of a Vet's organization for Vietnam bets in Canada. If you have an interest, contact:
VIETNAM VETERANS IN CANADA
PORT MOODY, B.C.
CANADA V3H 3V5
(604) 462-8701

'NAM NOTES

Okay troops, it's that time again—now you get to see what everybody's really been talking about:

BOONIES: The bush, the countryside. The untamed, dangerous part of the country outside Americna bases and cities.
CHARLIE: Charlies, Victor Charlie, the VC, the bad guys.
DIDI MOW: Vietnamese for get out quick. Run away.
DYKE: The raised earthen area holding water in the rice paddies.
EVAC: Short for evacuation. Special choppers to pull out wounded, dead, and groups in trouble.
'HAM CONNECTION': A way to communicate back to the world. Base commo could sometimes connect with a ham radio operator in Hawaii or elsewhere and patch together a bunch of radio operators until they could get one close to home, then patch into radio lines to reach a specific phone number. Cheaper and more direct than overseas telephone.
JOE: Traditional name Vietnamese called Americans they didn't know by name. Short for G.I. Joe.
KLICKS: Kilometers.
KY: Premiere of South Vietnam in 1966.
MONSOON: Rainy season in most of Asia. In Vietnam from late May through September.
NUMBAH ONE (or **TEN**)**:** Vietnamese/American slang for something very good (NUMBAH ONE) or something very bad (NUMBAH TEN).
NVN: The North Vietnamese Army.
RT: Radio Telephone.
SLICKY-BOY: A hustler, con man, or some Asian trying to make a quick buck.
SUCKING CHEST WOUND: A wound that penetrates the lung causing the air to flow into the chest, deflating the lung. Very serious and often deadly.
WILLY PETER: Or WP. White Phosphorus, a metal that burns in contact with any oxygen. Even the oxygen in water. Used as a strong anti-personnel weapon.
XIN LOI: Another Vietnamese phrase; used for 'sorry about that'.

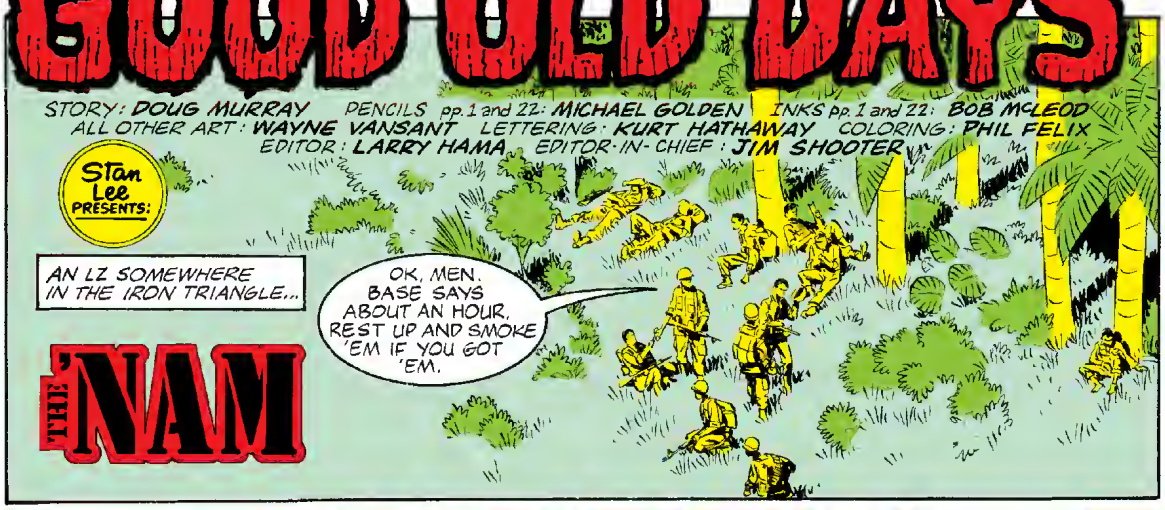

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AUTHORITY
THE 'NAM
TM

GOOD OLD DAYS

STORY: DOUG MURRAY PENCILS pp. 1 and 22: MICHAEL GOLDEN INKS pp. 1 and 22: BOB McLEOD
ALL OTHER ART: WAYNE VANSANT LETTERING: KURT HATHAWAY COLORING: PHIL FELIX
EDITOR: LARRY HAMA EDITOR-IN-CHIEF: JIM SHOOTER

Stan Lee PRESENTS:

THE 'NAM







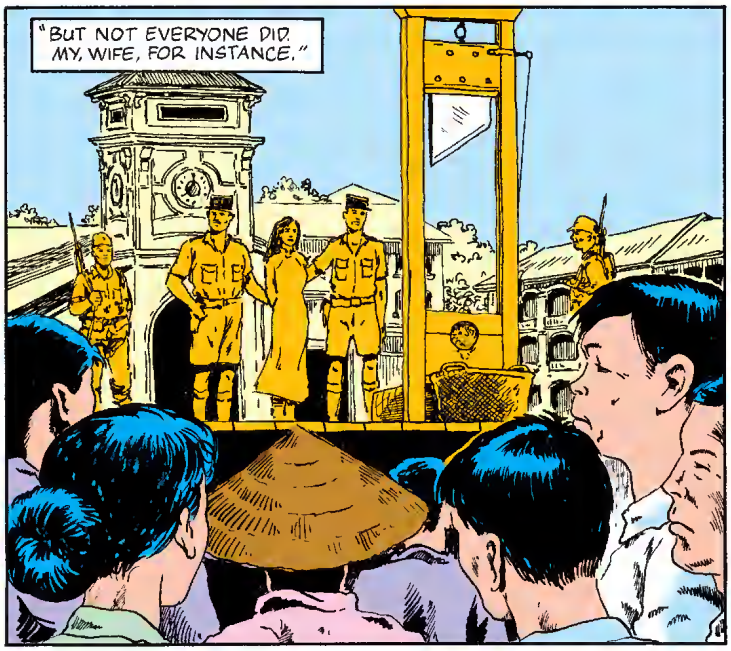


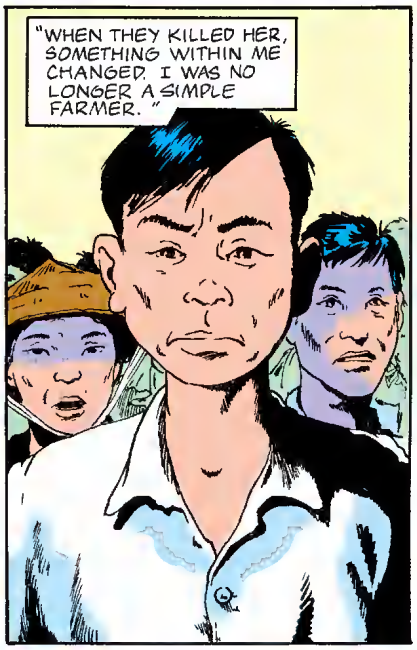


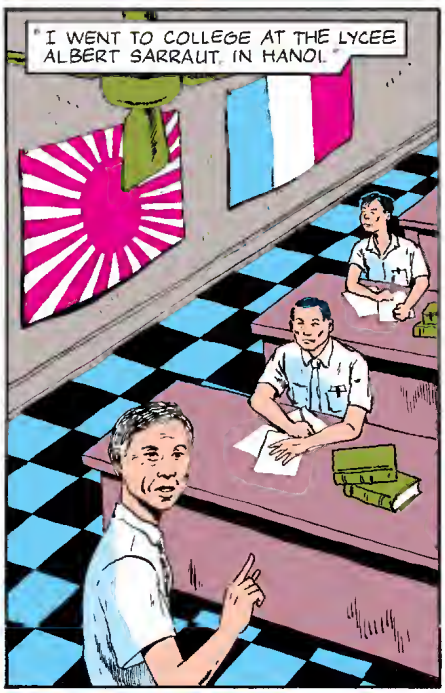
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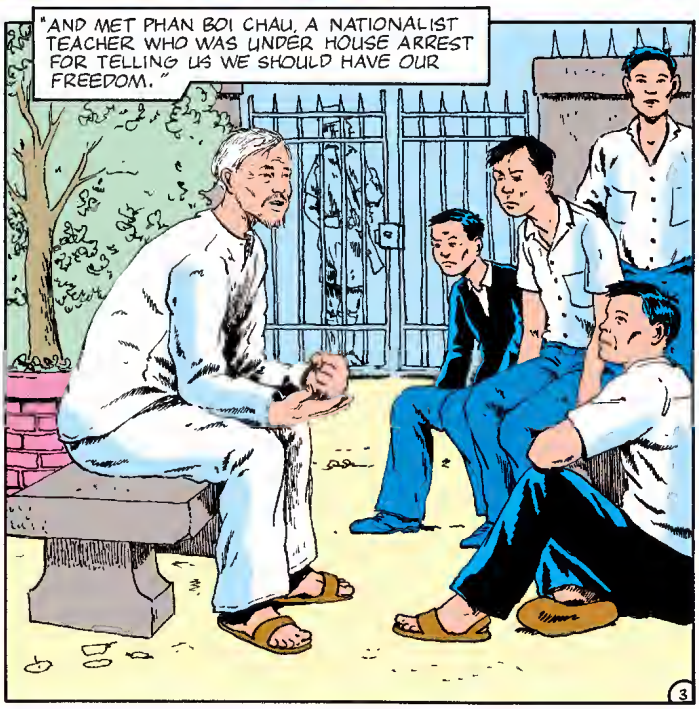

A TALL ORDER! WELL, IT ALL BEGAN...
1940. THE JAPANESE SWING DOWN FROM CHINA TO CONQUER ALL OF ASIA.
I GUESS IT ALL STARTED WHEN THE JAPANESE INVADED...
The elements of this story are completely true. Duong's story is actually a composite of the stories of three different VC--not all of whom changed sides and became Kit Carson Scouts. By using these stories, I think we've given a clear picture of the roots of the war--the reason Charlie fought as long and hard as he did.
The artwork was done by Wayne Vansant, a new artist with a special interest in--and aptitude for--work about the French Foreign Legion. By letting Wayne do this special issue, we've given Michael Golden some extra time to do some really special work on future issues of THE NAM. Michael will be back next issue.
Doug Murray
2


"THE FRENCH REACTED AS THEY HAD IN EUROPE. THEY COOPERATED."


"BUT NOT EVERYONE DID. MY WIFE, FOR INSTANCE."

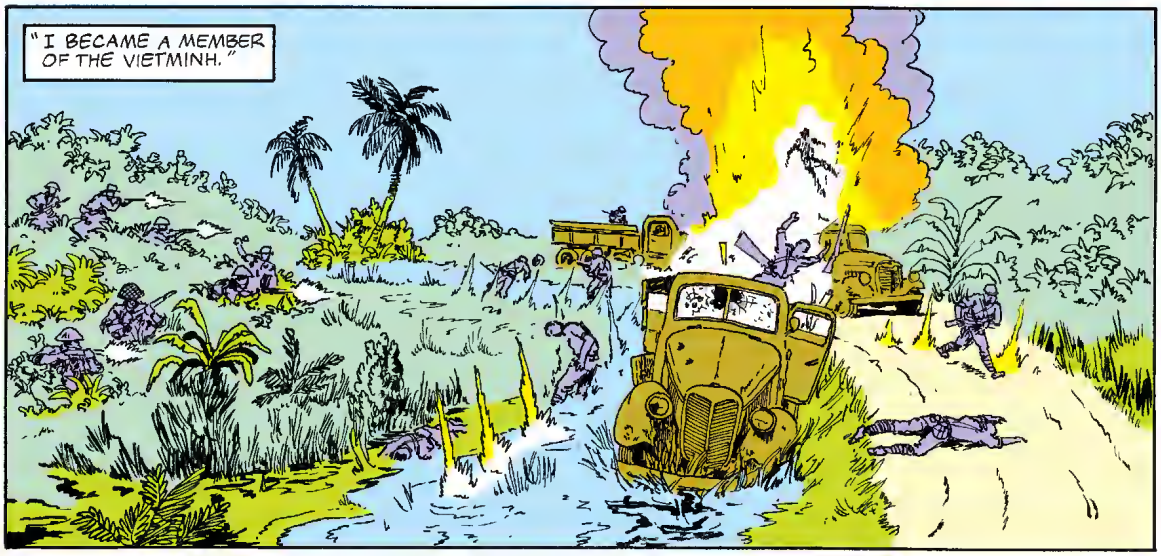

"WHEN THEY KILLED HER, SOMETHING WITHIN ME CHANGED. I WAS NO LONGER A SIMPLE FARMER."

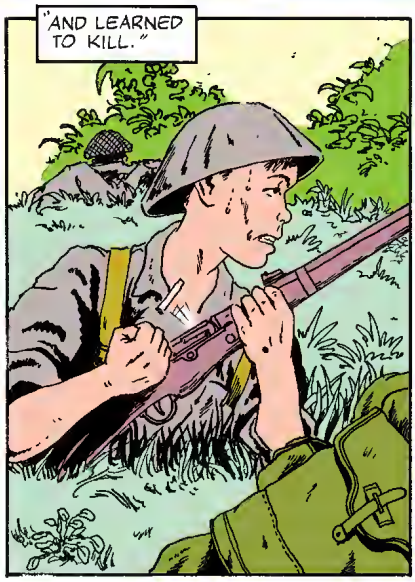

"I WENT TO COLLEGE AT THE LYCEE ALBERT SARRAUT, IN HANOI."

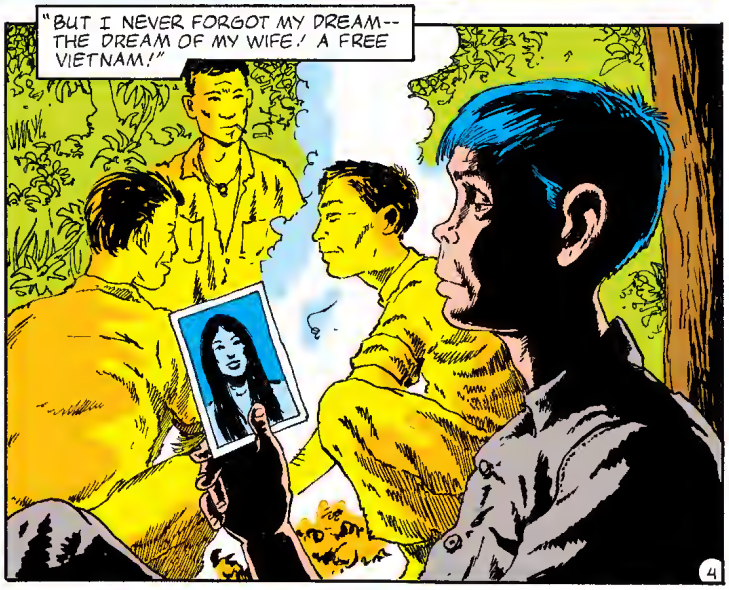

"AND MET PHAN BOI CHAU, A NATIONALIST TEACHER WHO WAS UNDER HOUSE ARREST FOR TELLING US WE SHOULD HAVE OUR FREEDOM."

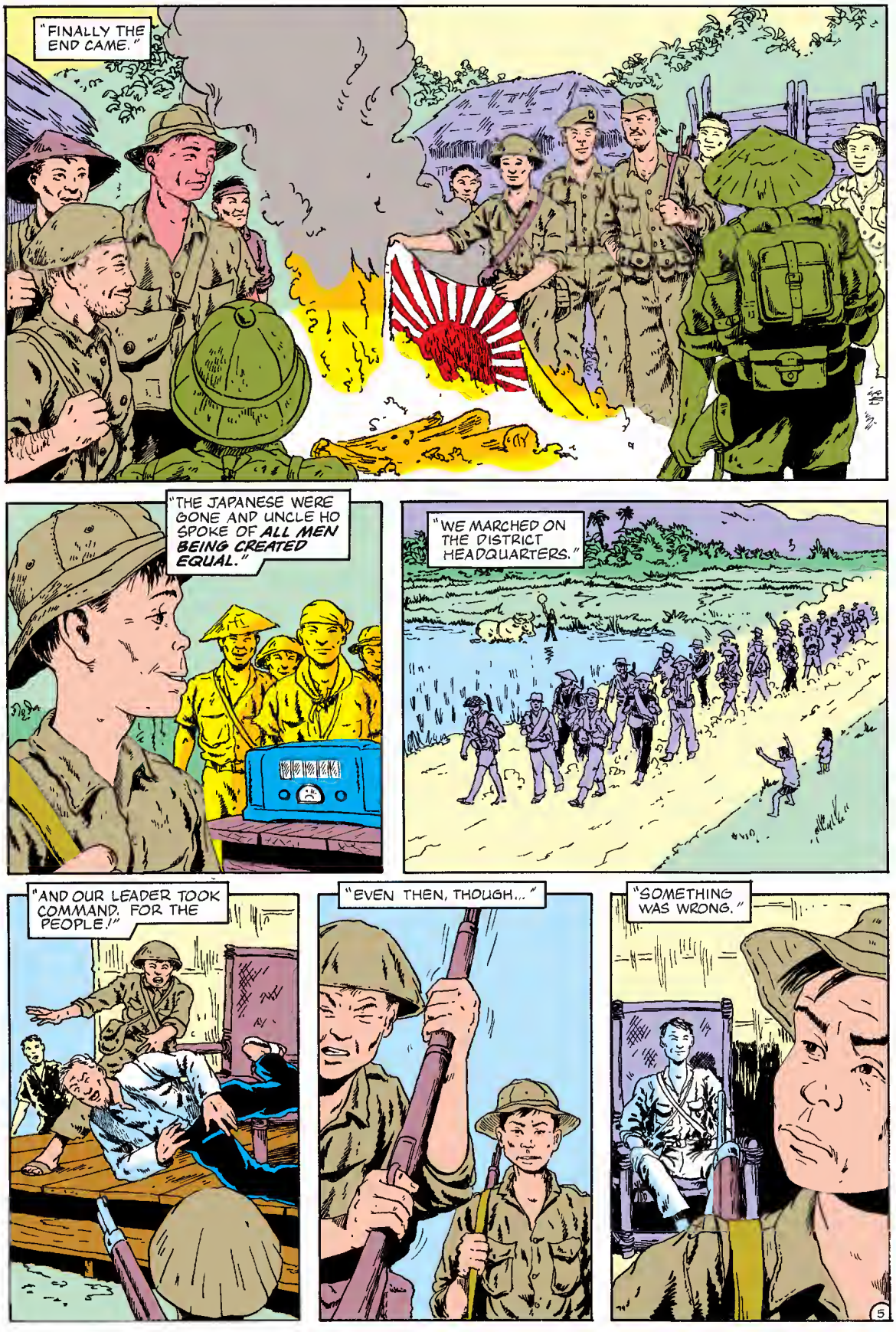

"EVENTUALLY I GRADUATED."

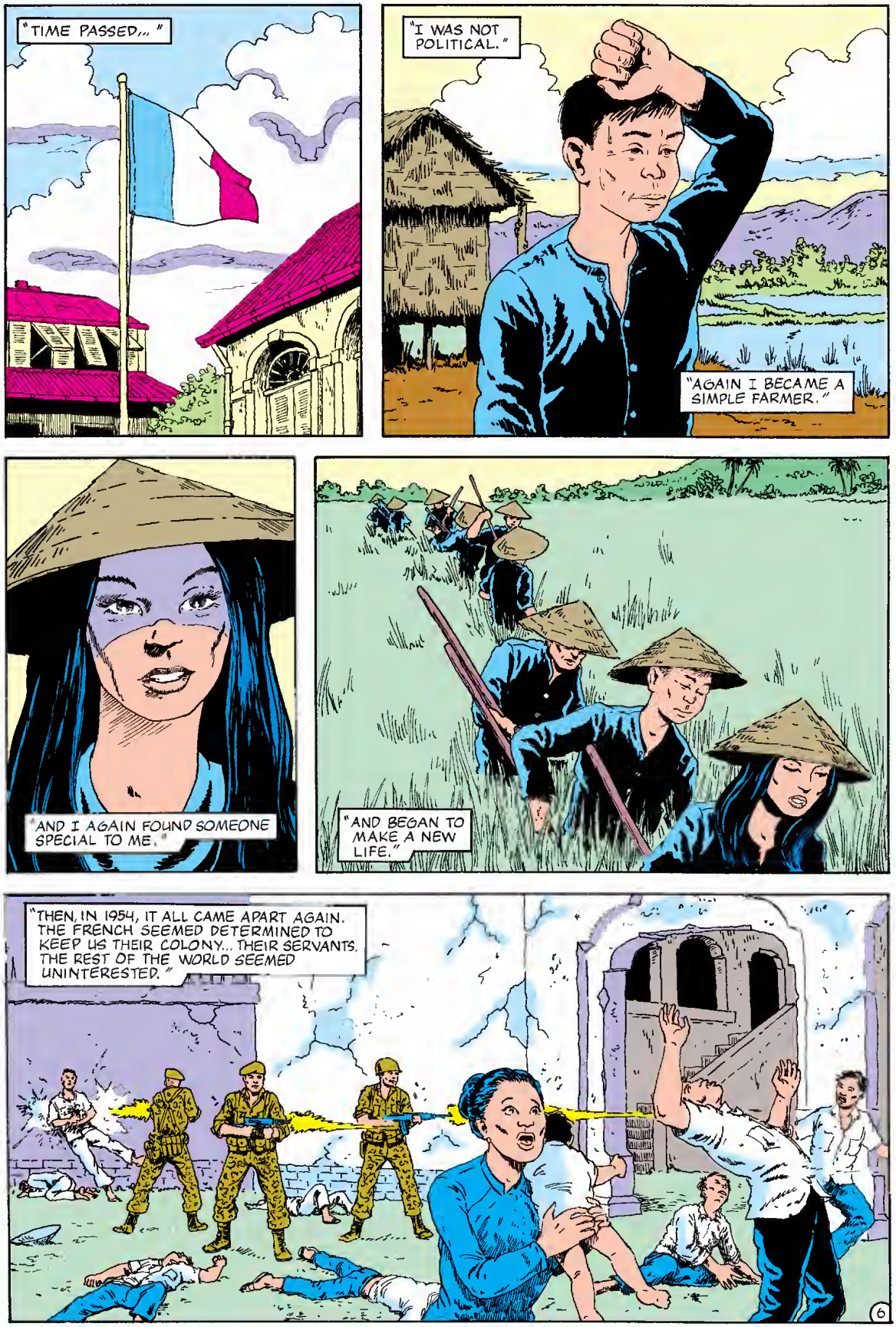

"AND BEGAN MY REAL WORK. FREEING MY COUNTRY."

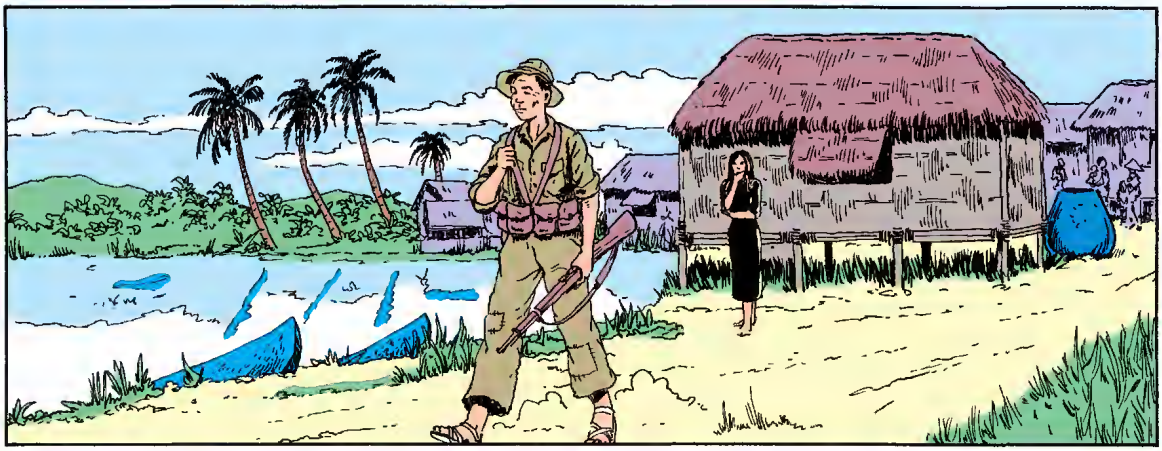

"I BECAME A MEMBER OF THE VIETMINH."

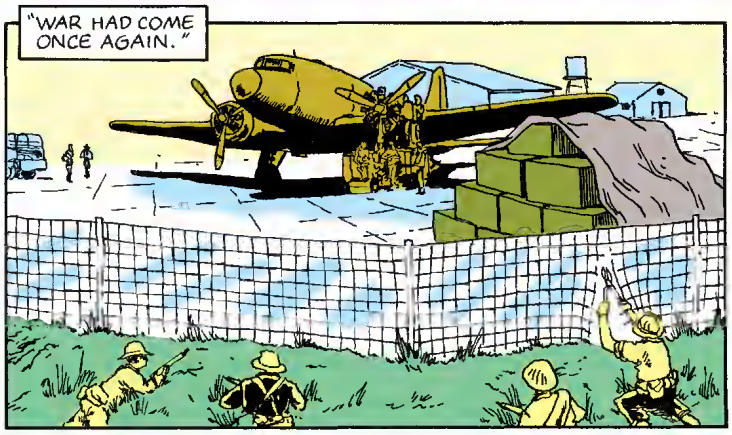

"AND LEARNED TO KILL."


"BUT I NEVER FORGOT MY DREAM-- THE DREAM OF MY WIFE! A FREE VIETNAM!"

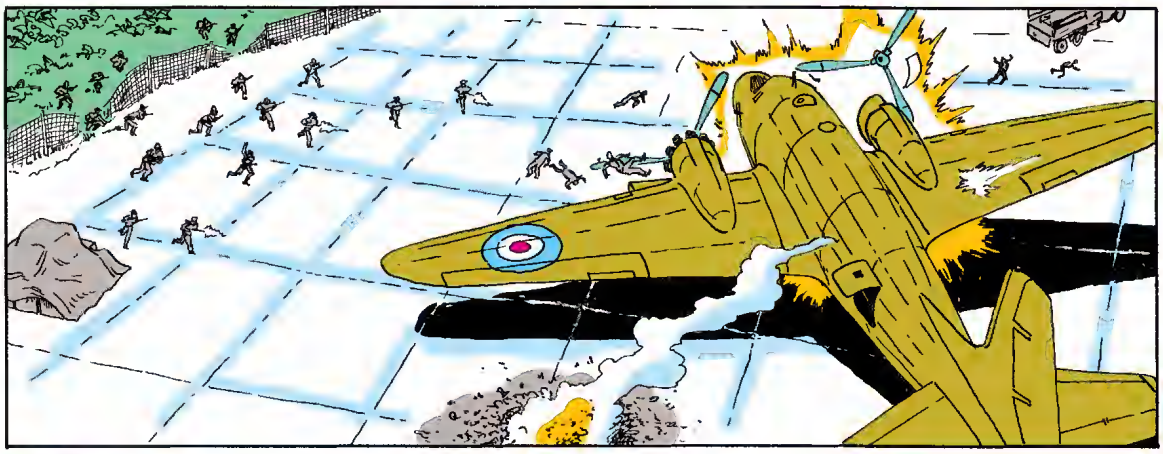

"FINALLY THE END CAME."
"THE JAPANESE WERE GONE AND UNCLE HO SPOKE OF ALL MEN BEING CREATED EQUAL."
"WE MARCHED ON THE DISTRICT HEADQUARTERS."
"AND OUR LEADER TOOK COMMAND. FOR THE PEOPLE!"
"EVEN THEN, THOUGH..."
"SOMETHING WAS WRONG."

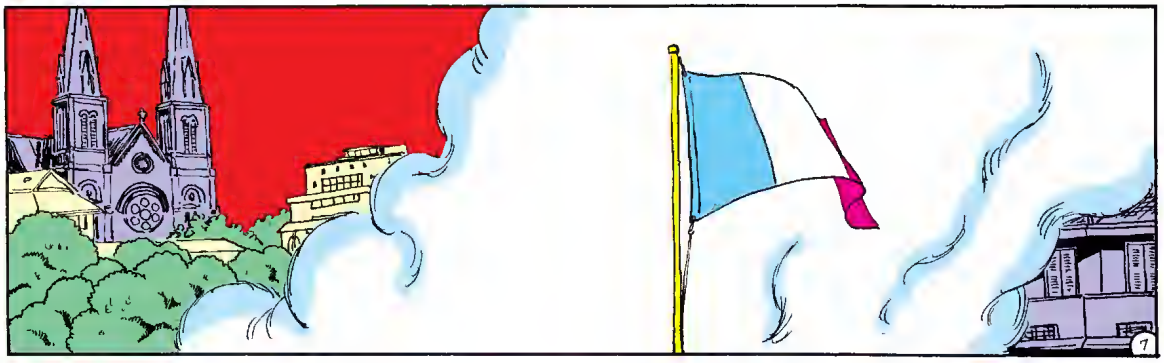

"TIME PASSED... "
"I WAS NOT POLITICAL."
"AGAIN I BECAME A SIMPLE FARMER."
"AND I AGAIN FOUND SOMEONE SPECIAL TO ME."
"AND BEGAN TO MAKE A NEW LIFE."
"THEN, IN 1954, IT ALL CAME APART AGAIN. THE FRENCH SEEMED DETERMINED TO KEEP US THEIR COLONY... THEIR SERVANTS. THE REST OF THE WORLD SEEMED UNINTERESTED."



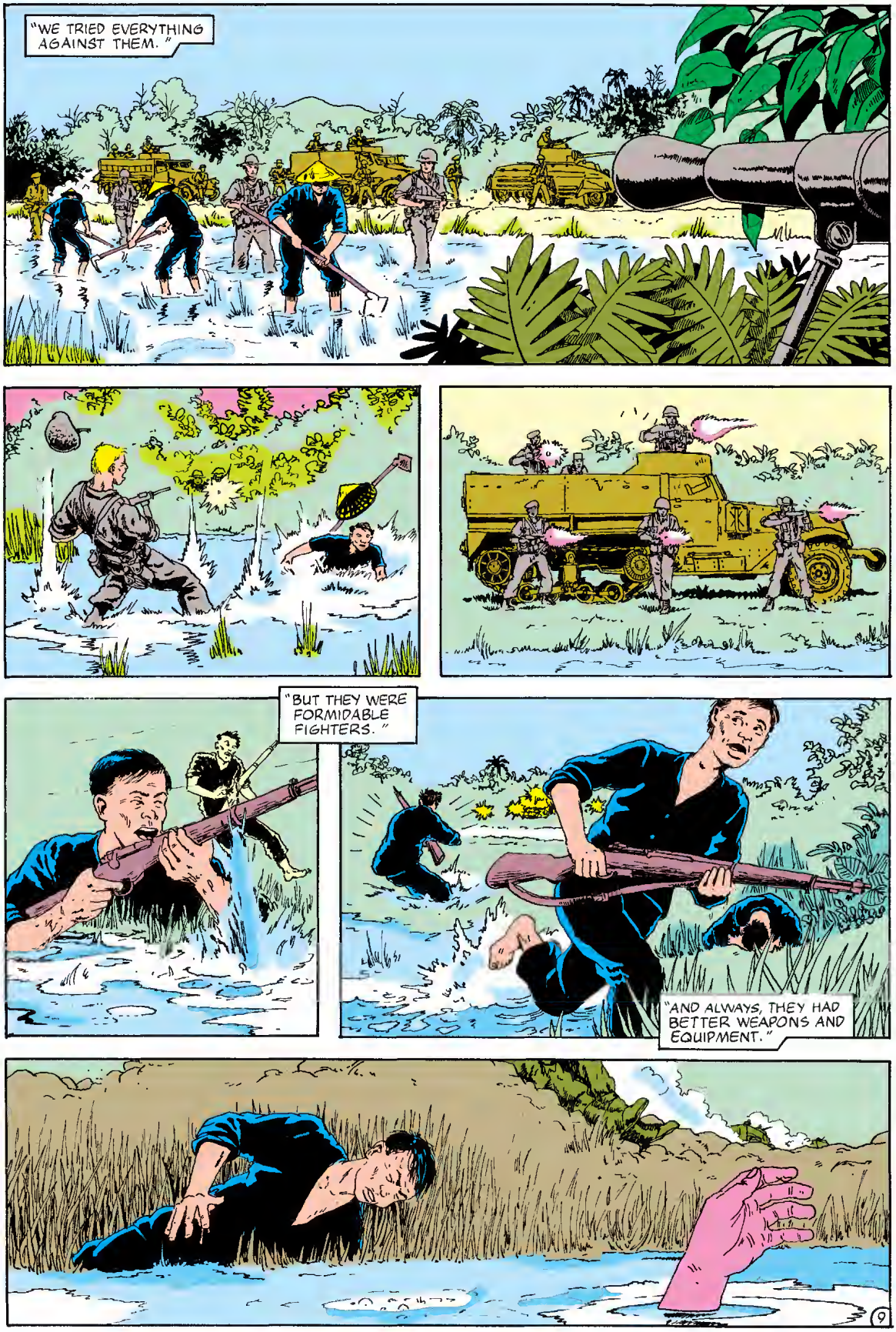

"WAR HAD COME ONCE AGAIN."

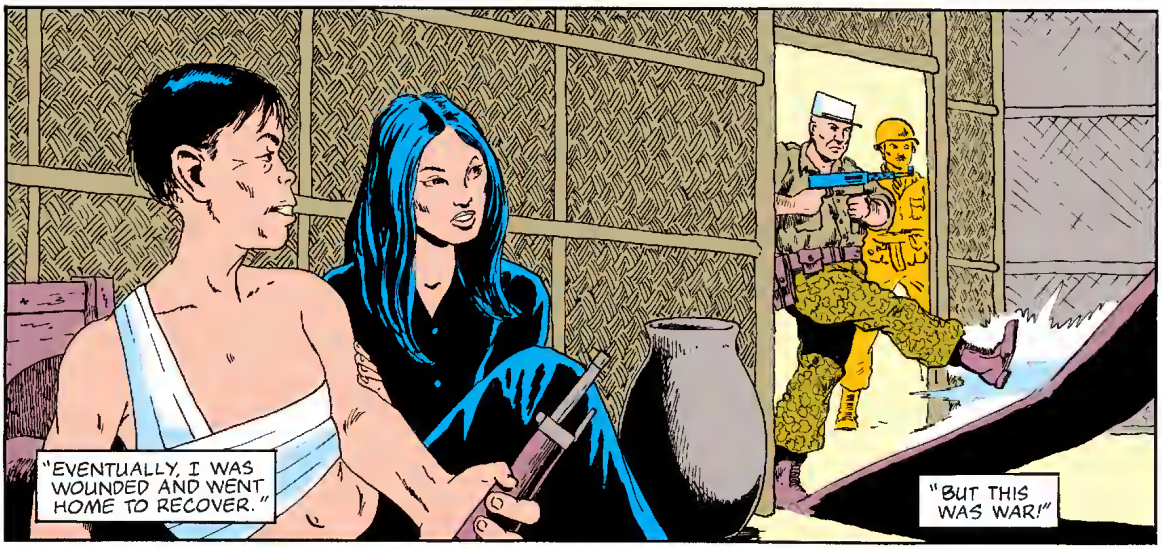


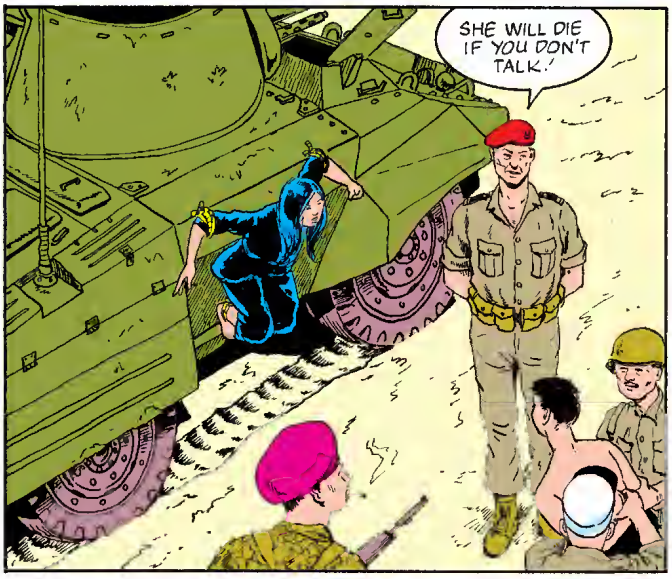


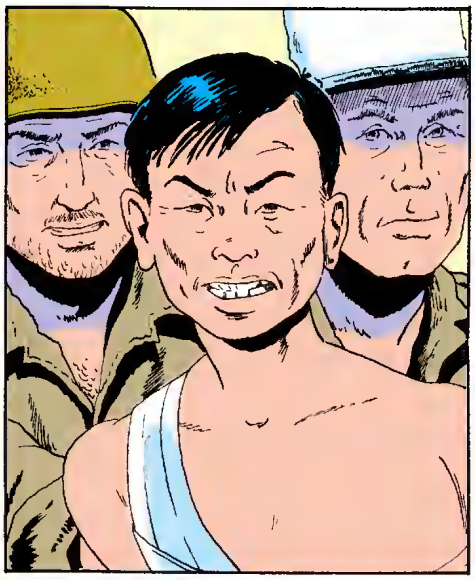


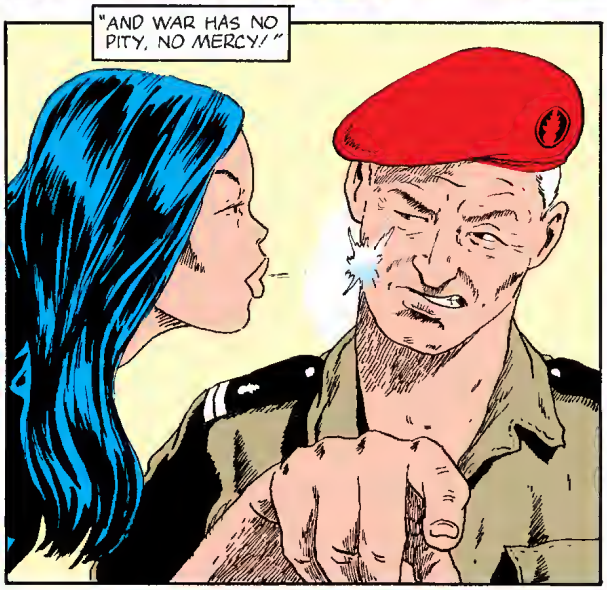

"I BECAME A SQUAD LEADER, THAN A TROOP COMMANDER."
"AND I FOUGHT THE FRENCH!"
"THEN THE FRENCH BROUGHT IN SPECIAL TROOPS!"
13e DEMI-BRIGADE de LÉGION ETRANGERE
"THE WAR WAS BARELY OVER AND THEY HAD NAZIS WORKING FOR THEM! NAZIS!"
8

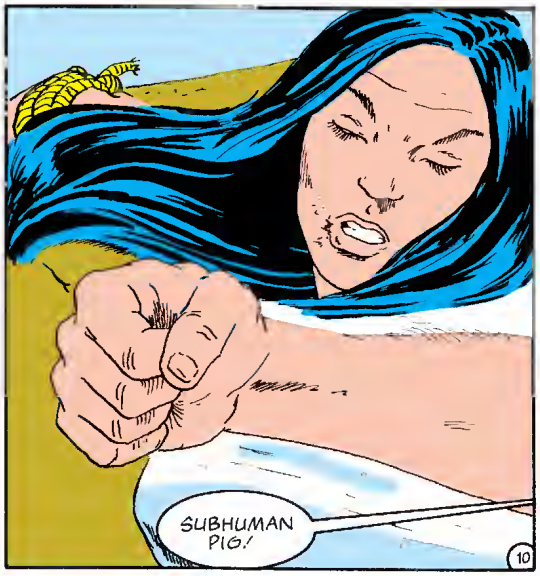

"WE TRIED EVERYTHING AGAINST THEM."
"BUT THEY WERE FORMIDABLE FIGHTERS."
"AND ALWAYS, THEY HAD BETTER WEAPONS AND EQUIPMENT."

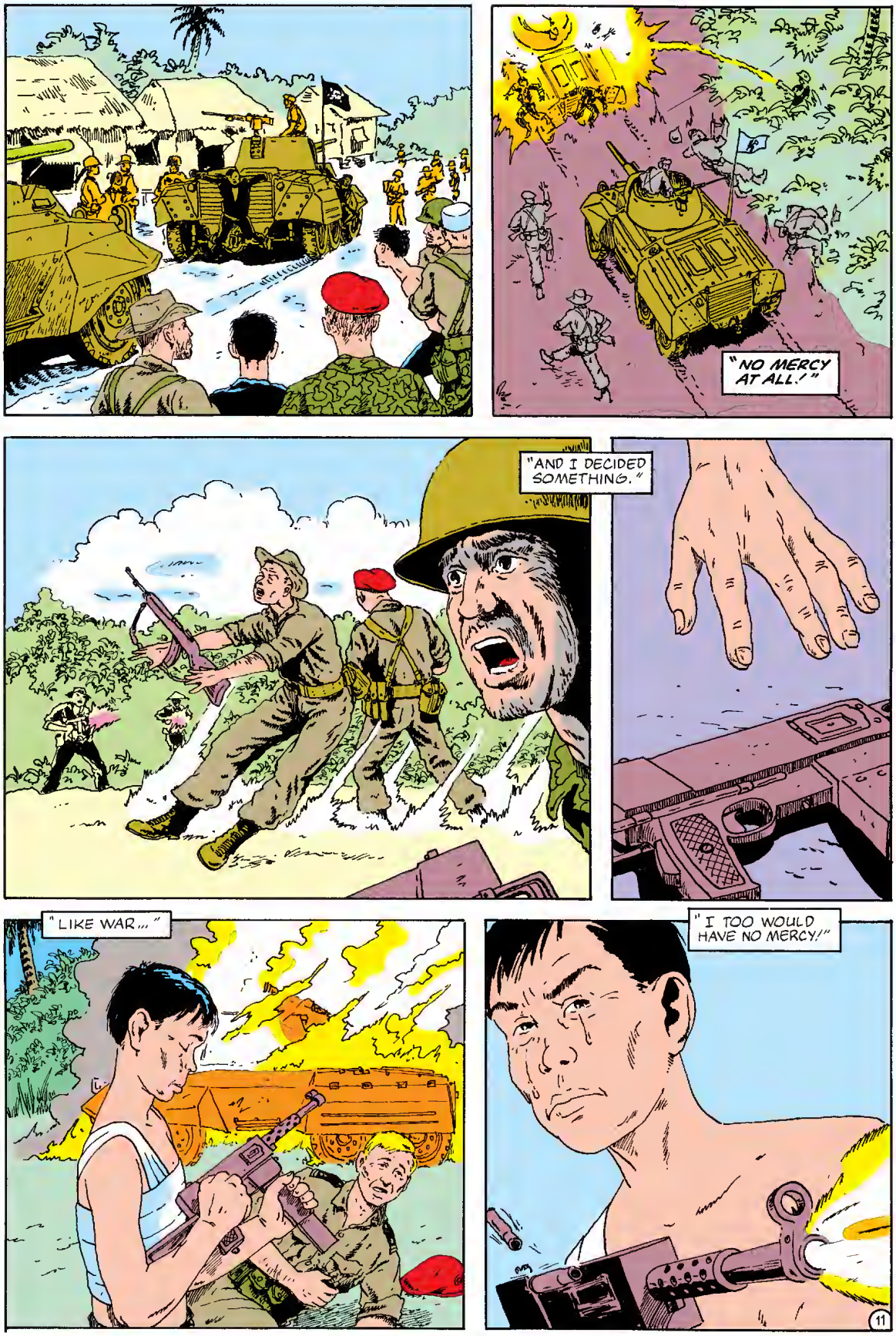

"EVENTUALLY, I WAS WOUNDED AND WENT HOME TO RECOVER."
"BUT THIS WAS WAR!"

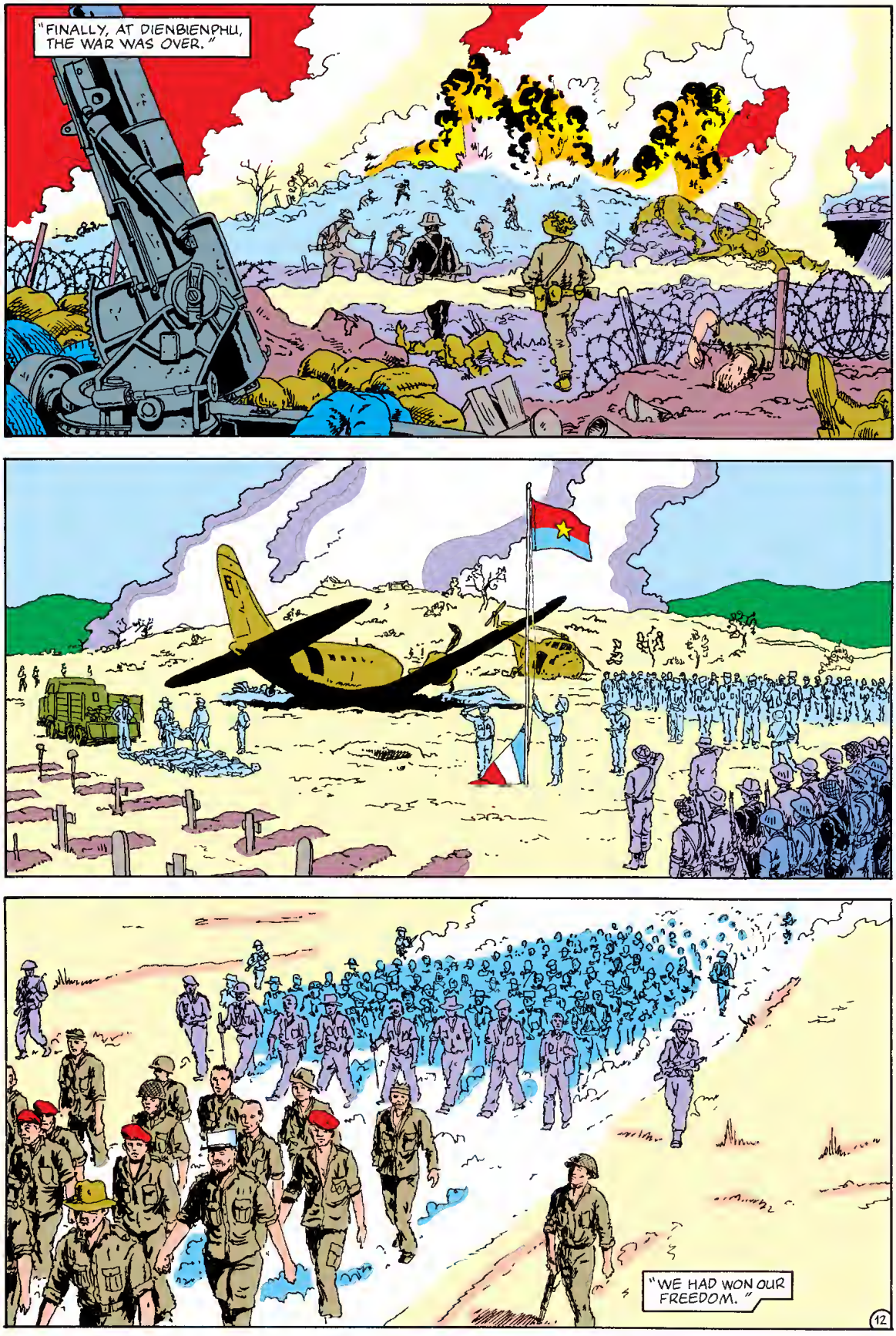

SHE WILL DIE IF YOU DON'T TALK!

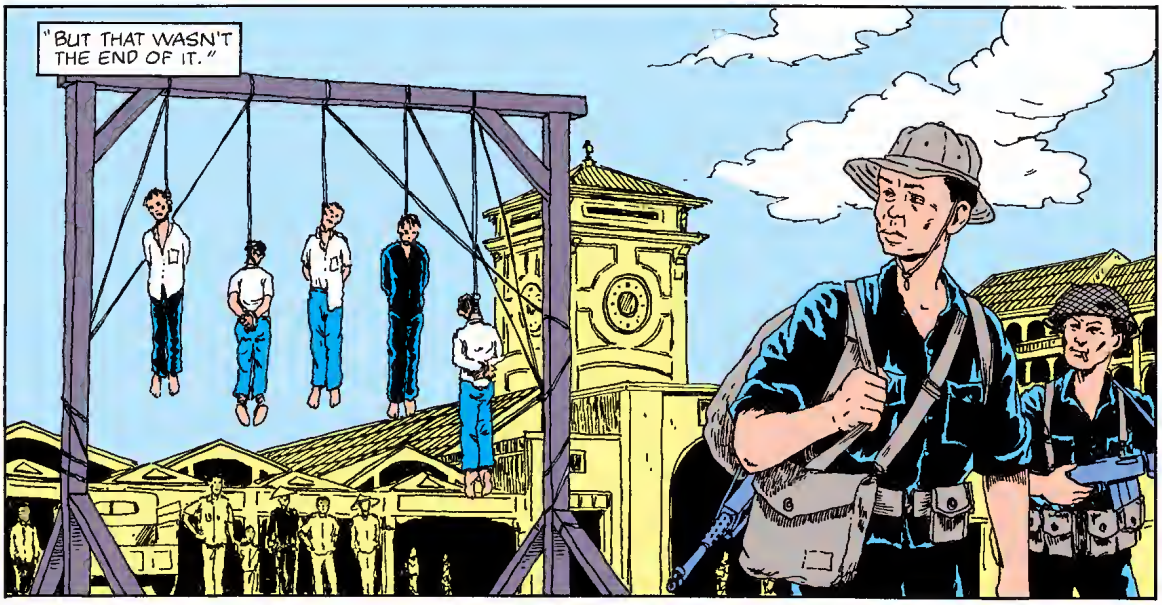



"AND WAR HAS NO PITY, NO MERCY!"

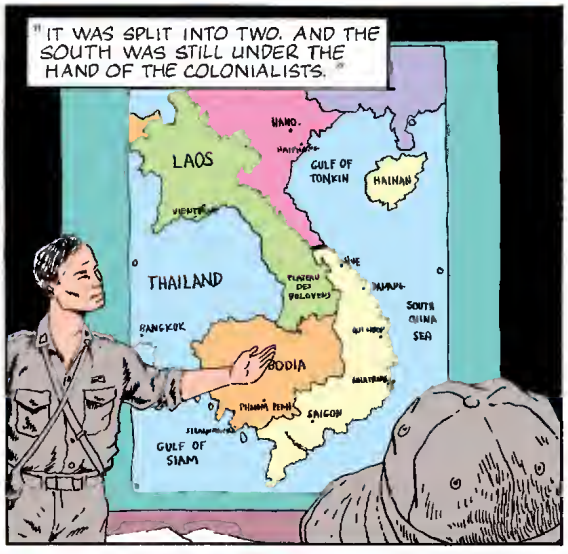

SUBHUMAN PIG!


"NO MERCY AT ALL!"
"AND I DECIDED SOMETHING."
"LIKE WAR..."
"I TOO WOULD HAVE NO MERCY!"

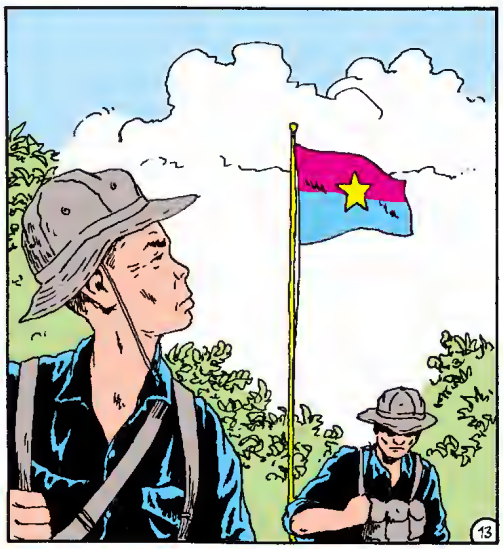

"FINALLY, AT DIENBIENPHU, THE WAR WAS OVER."
"WE HAD WON OUR FREEDOM."


"BUT THAT WASN'T THE END OF IT."

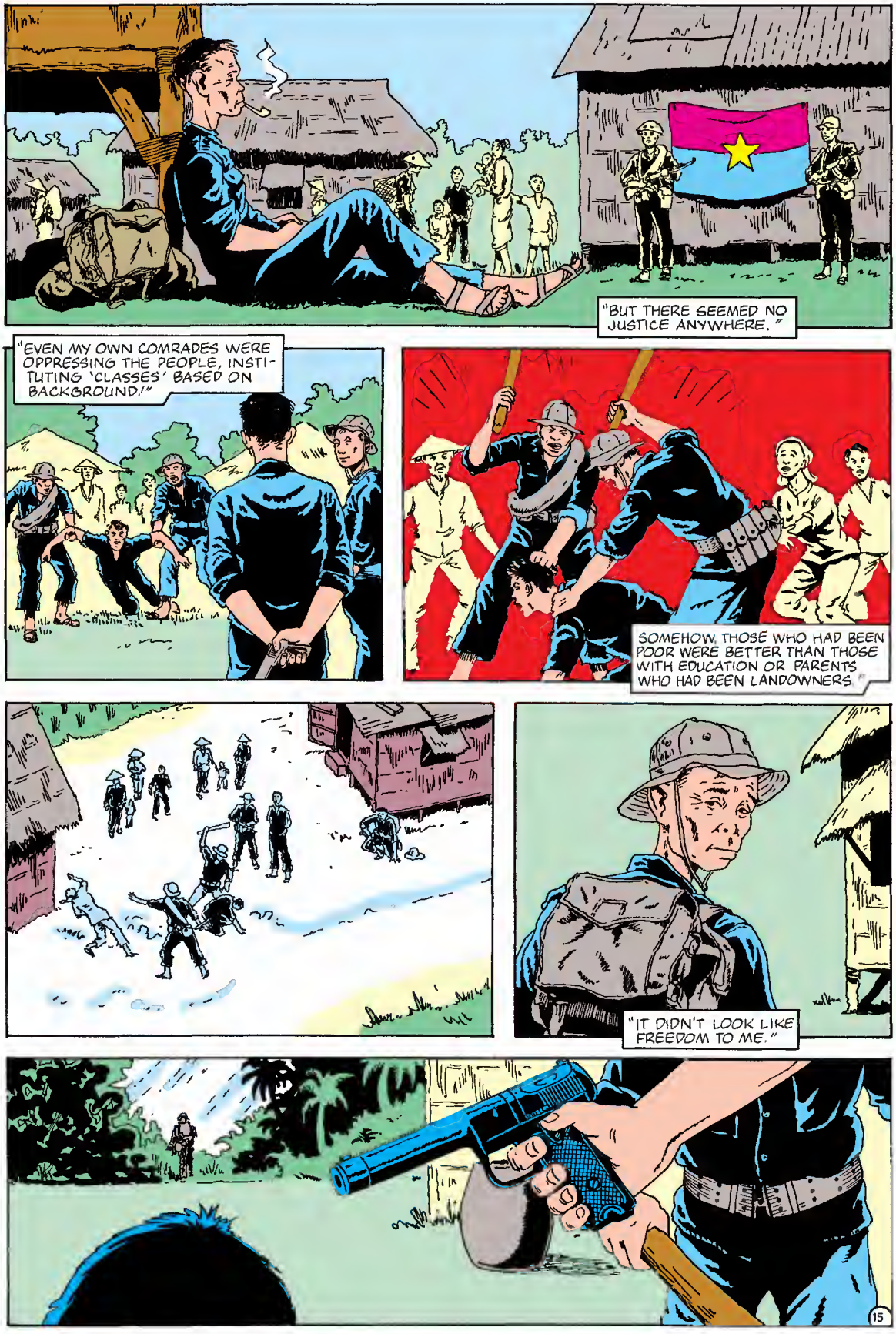

"THE DIPLOMATS TALKED, AND MY COUNTRY STILL WASN'T FREE."

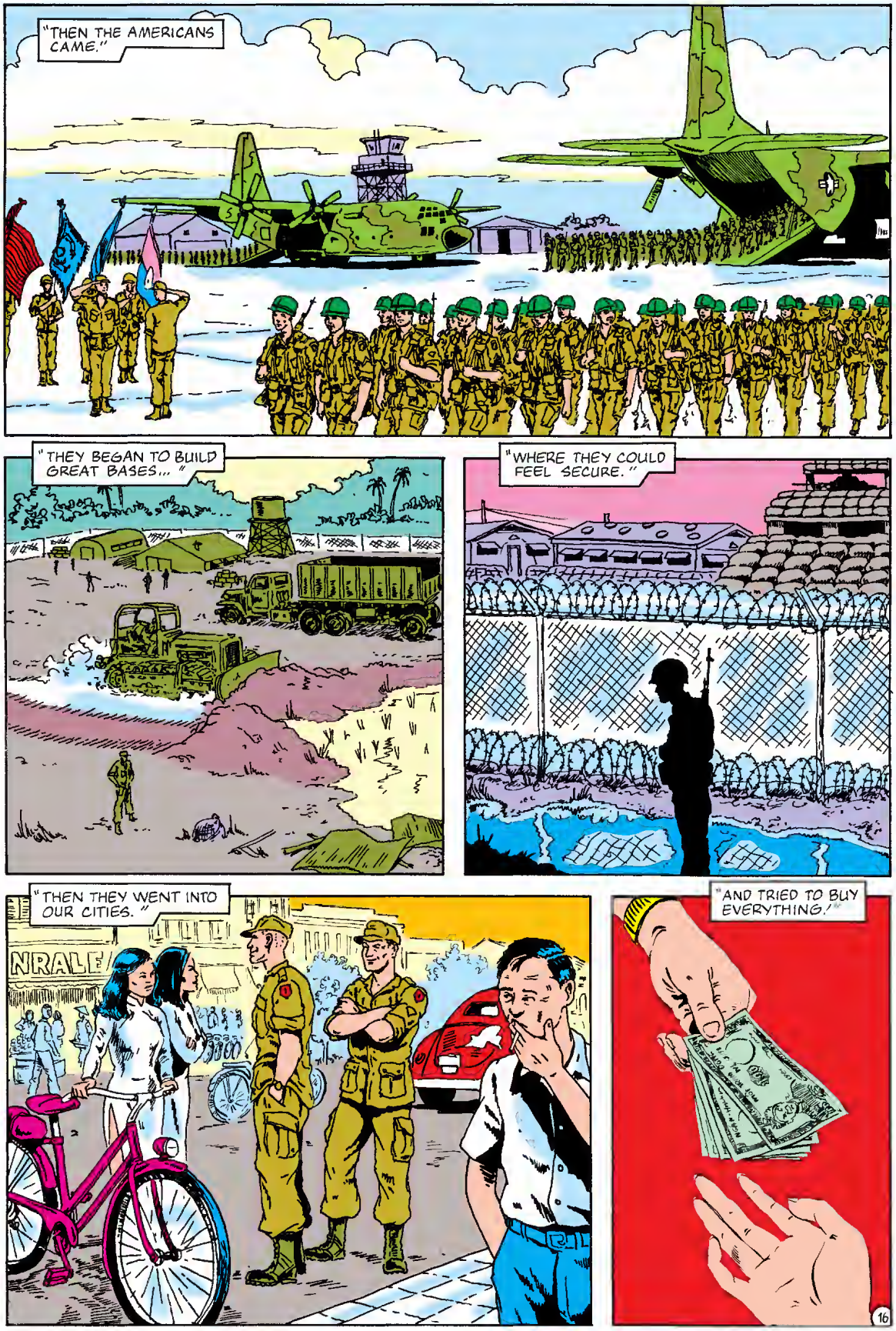

"IT WAS SPLIT INTO TWO. AND THE SOUTH WAS STILL UNDER THE HAND OF THE COLONIALISTS."
HANOI
LAOS
GULF OF TONKIN
HAINAN
VIENTIANE
THAILAND
PLATEAU DES BOLOVENS
HUE
QUINHON
SOUTH CHINA SEA
BANGKOK
CAMBODIA
PHNOM PENH
SAIGON
GULF OF SIAM


"THERE WAS STILL WORK TO DO."


13


"SUDDENLY, THERE WAS AN ELECTION."
HÔNG-LAN
"THE IMPERIAL RUNNING DOG WAS PREMIERE!"
NH DIÊM
NG
HÂN TRĂM SÔ PHIÊU
"AND HIS TROOPS WERE AS BAD AS THE FRENCH."
"AND THEY WERE TRYING TO DESTROY ANY OPPOSITION!"
"BUT THEY DID NOT SUCCEED."
14

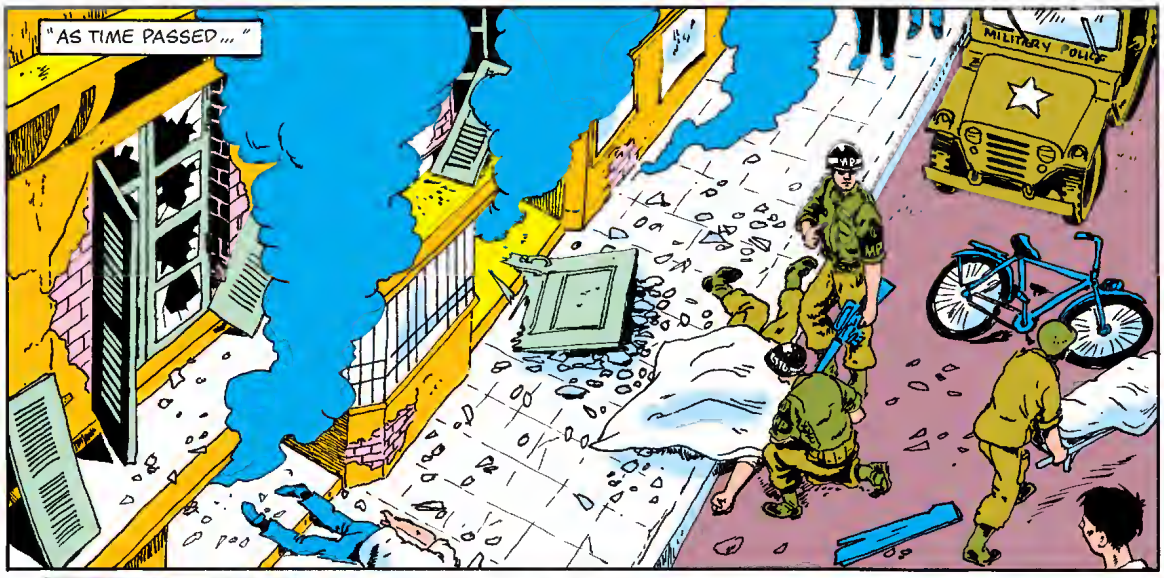

"BUT THERE SEEMED NO JUSTICE ANYWHERE."
"EVEN MY OWN COMRADES WERE OPPRESSING THE PEOPLE, INSTITUTING 'CLASSES' BASED ON BACKGROUND!"
SOMEHOW, THOSE WHO HAD BEEN POOR WERE BETTER THAN THOSE WITH EDUCATION OR PARENTS WHO HAD BEEN LANDOWNERS."
"IT DIDN'T LOOK LIKE FREEDOM TO ME."

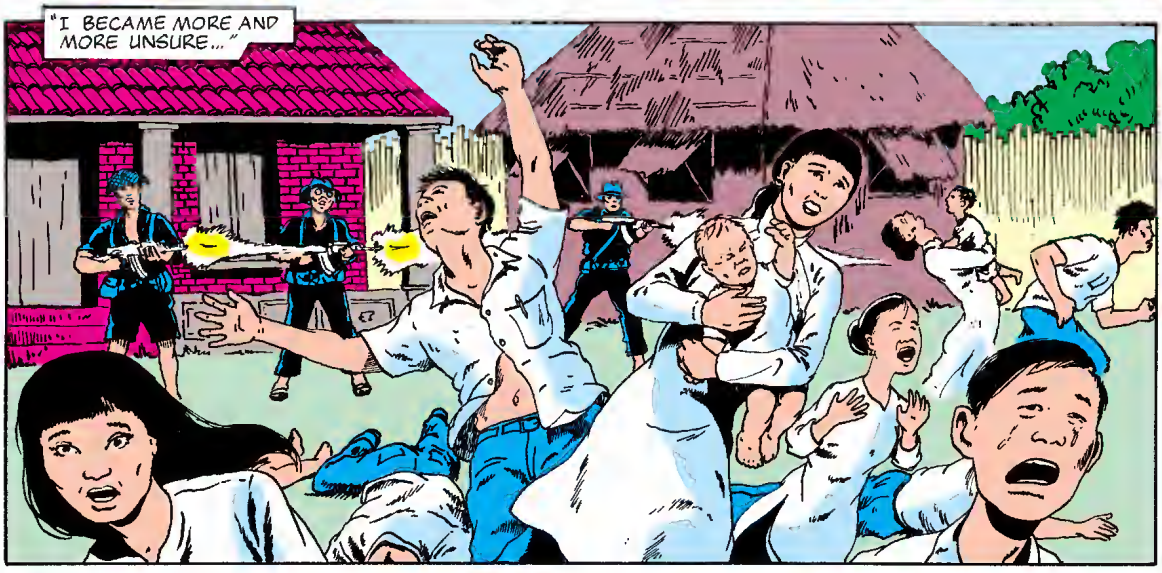

"THEN THE AMERICANS CAME."
"THEY BEGAN TO BUILD GREAT BASES..."
"WHERE THEY COULD FEEL SECURE."
"THEN THEY WENT INTO OUR CITIES."
NRALE
"AND TRIED TO BUY EVERYTHING!"
16

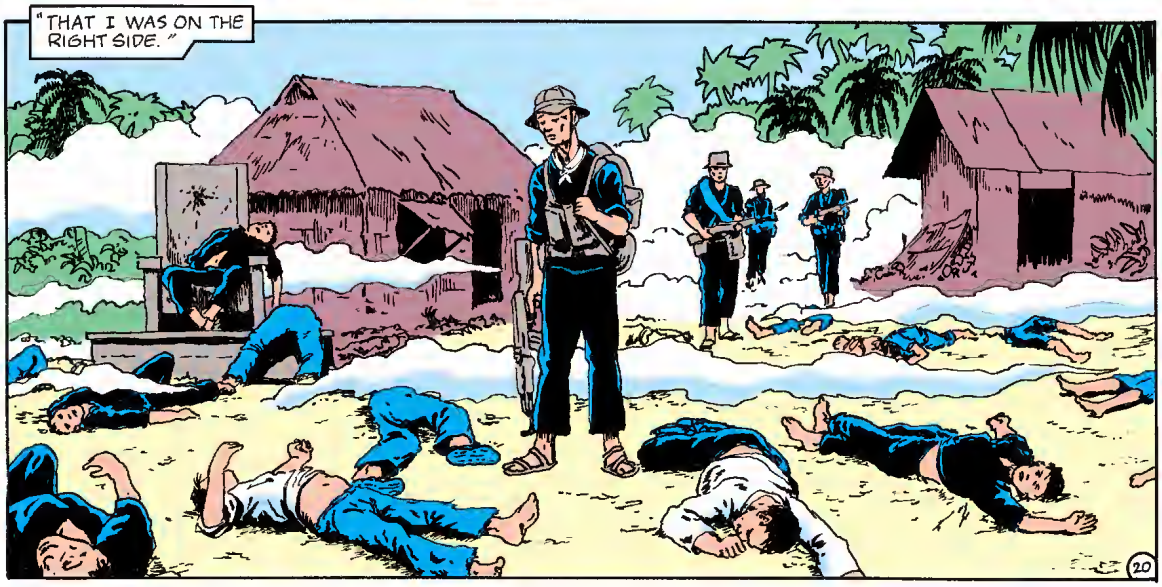

"BUT THEY WERE NEVER REALLY SECURE."
"NOT IN THEIR BASES..."
"NOT IN OUR CITIES."
"THEY WERE NEVER SAFE."

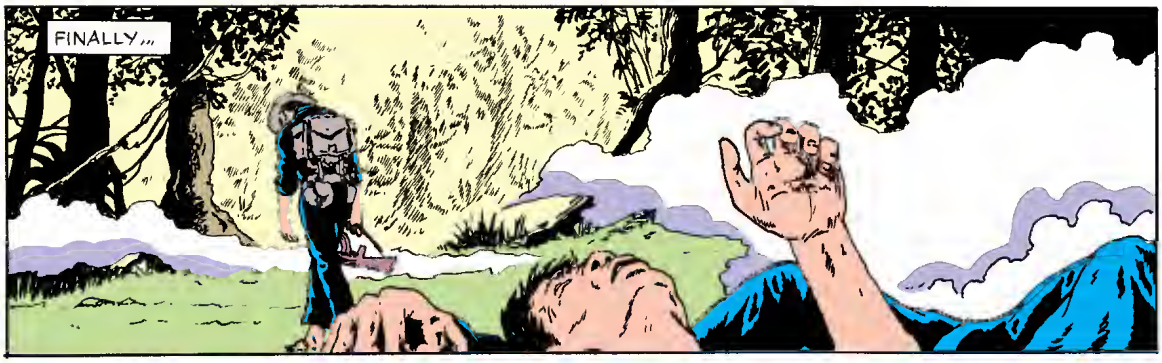

"BUT THE AMERICANS GOT BETTER."
716
MP
"AND MORE CONFIDENT."
"MEANWHILE, I KEPT FIGHTING."

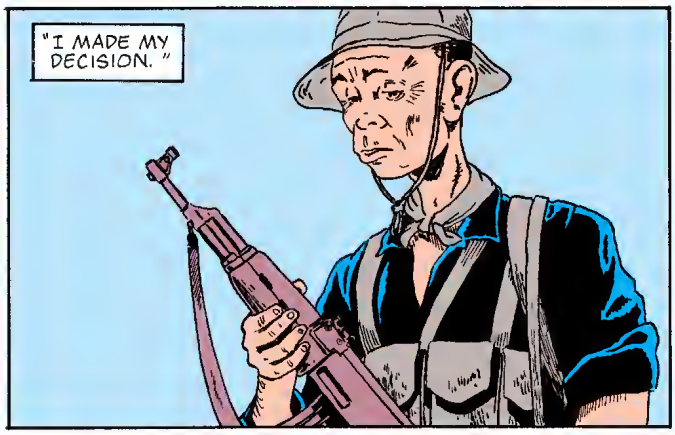

"BUT IT WAS NOT THE SAME."
"YOU AMERICANS WANTED TO HELP."
"WHILE MY PEOPLE..."
AIRBORNE
"I DO NOT KNOW WHAT MY PEOPLE WERE TRYING TO DO!"


"AS TIME PASSED..."
MILITARY POLICE
MP
MP

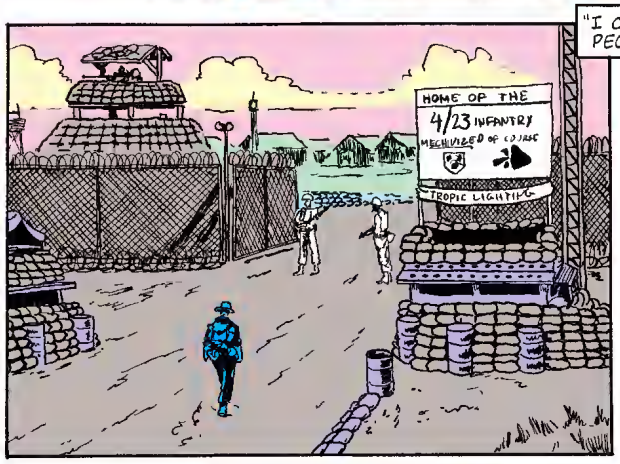

"I BECAME MORE AND MORE UNSURE..."

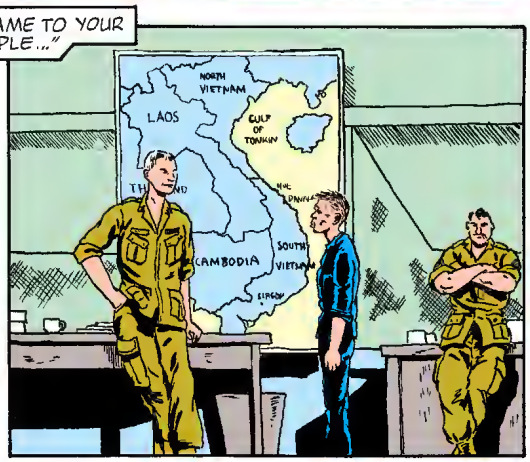

"THAT I WAS ON THE RIGHT SIDE."

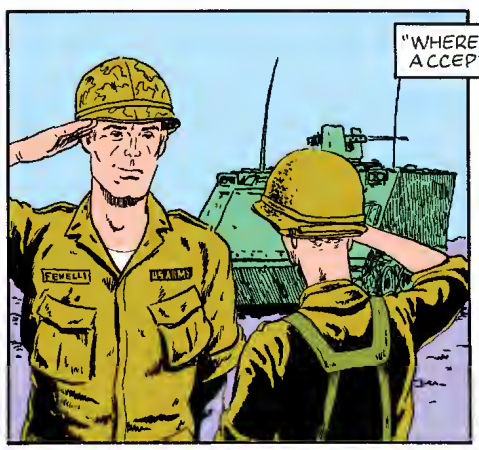

FINALLY...

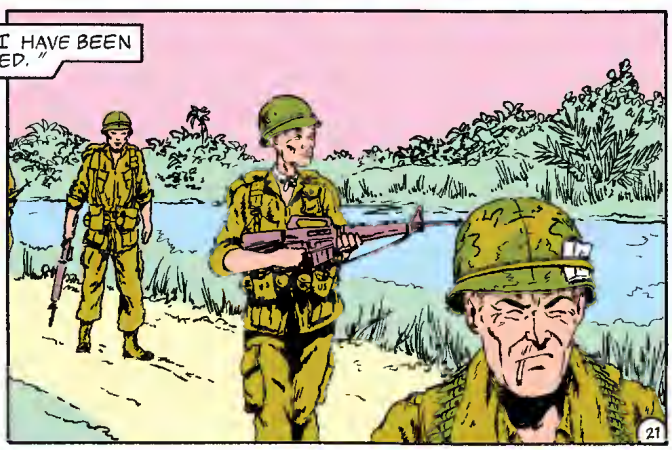

"I MADE MY DECISION."




HOME OF THE
4/23 INFANTRY
MECHANIZED
TROPIC LIGHTNING


"I CAME TO YOUR PEOPLE..."
NORTH VIETNAM
LAOS
GULF OF TONKIN
CAMBODIA
SOUTH VIETNAM


FEWELL
U.S.ARMY


"WHERE I HAVE BEEN ACCEPTED."


AND THAT IS HOW I HAVE COME TO BE HERE, WITH YOUR PEOPLE.
I'M SORRY.' I HAD NO IDEA...
DON'T BE SORRY FOR ME!
FEEL SORRY FOR THEM.' FEEL SORRY FOR THE PEOPLE WHO KNOW NO BETTER. THEY ARE THE TRUE VICTIMS.'
BUT ONLY FOR NOW.'
END.
22

Larry Hama
Editor
Pat Redding
Assistant Editor

INCOMING

c/o Marvel Comics
387 Park Ave South
New York,N.Y. 10016

Dear Larry,

I would like to tell you how spectacular your comic is. I thought #1 was great and #2 was even better. The art is some of the best I've seen! I think your character set up is superb! Your story line is unlike other stories I've read—it is so true to life! Like people freezing up and really being scared of the enemy.

On issue #2, I really loved the cover. I also like the language you use in 'NAM—it adds more realism to the whole thing. I think someone in their group should be captured so you could show what that is like.

Jason Schnittker
1552 Eastridge
Seward, NE 68434

Dear Troops:

I have just read issues #1 and #2 of 'THE 'NAM.' So far, I like it. Before this came out, I never knew much about Vietnam. I like this book because it tells me what adults won't. I hope that this lasts a long time, and I hope all of the other kids out there are learning as much as I am. Keep up the good work!

Chris L. Monroe
(address withheld by request)

Dear Guys;

I just read the 'NAM' #3 and it was super! I like the way that you tell about the characters' personal life, not just having battles (although I do enjoy the battles greatly). I never knew much about Vietnam until 'The 'NAM.' The drawings are superb, and fit the characters so well! I'm glad that the (or some) of the writers are Vietnam vets so that they can tell what they saw. Will you ever show the Viet Cong commander? And may your comic become the best!

Rick Madden
24 Hickory Rd.
Bayville, N.Y. 11709

Rick,

There really was no single Vietcong commander. They were guerrillas and worked mostly across different territories—I hope the story in this issue helped tell you more about Charlie!

Dear Editor:

I really love your comic. After I read 'THE 'NAM' #1 I had to write a letter. It took me a while, but I did it. I really loved the cover of issue #3, I hope there will be more like it. I have one suggestion: How about telling what the next issue is going to be on the last page before the letter column? And one more thing, why not have a dogfight between a MIG 21PF and an F4D Phantom II, I think it might interest a lot of people. Well, gotta go.

Stefan Wajda
19 Heussy Ave.
Buffalo, N.Y.

Stefan:

We might work in a dogfight like that someday—remember, though—'THE 'NAM' is a book about grunts, and grunts don't get to fly around in F-4's.

Dear 23rd Infantry (mechanized, of course):

When I first read about a comic coming out about the Vietnam War, I thought, "great!" I had read a few books on the undeclared war, so I would go ahead and buy my first comic book. It was . . . words cannot describe how I felt! "THE 'NAM" was my first comic book, and since September 9th, I've added 34 more to my collection! I am planning on buying all 96 issues and any specials, and nothing is going to stop me (except maybe for no funds).

I think your use of real time is a good idea. We will be able to see new characters so we won't get bored. Mr. Golden *does* have a cartoony style, but I think it's great! So far my favorite panel is issue #1, page 3, panel 9. That sergeant looks just like Hollywood would have us believe all sergeants look. From what I've heard from comic shop managers, "THE 'NAM" is selling well; let's hope this continues.

I don't have a favorite issue because they're all great. The end of #4 was marvelous—a bronze star! Wow! I have an idea for a cover, show a newspaper headline—something about bombing North Vietnam or the like.

Please print my letter. I don't care if you edit it. I would like to know how to get a poster of the book, so please give me some info.

In summary: I love your book, everything about it is awesome, don't change a thing, except the characters, of course. Thanks for your hard work, and, finally, thanks for bringing something good out of the Vietnam War.

Sincerely,
Jason S. Russell
276 West 130 So.
Lindon, Utah 84042

P.S. I liked your piece on the CBS Evening News. I know you showed the covers to #1 and #2, but what was the other one? Dan Rather is awesome!

Jason:

Thanks for all the praise. The other cover on the CBS show was a LRP (long range reconnaissance) retrieval piece which we haven't yet used.

Dear Troops;

Being a soldier myself, it's refreshing to see a comic book so vivid and so real. Most war comics don't use true military slang or units. Besides, 'THE 'NAM' is about people more than about the Vietnam War. Keep up the good work men!

Floyd Stanifer (PFC)
HHC 3/68 Armour
Fort Carson, CO 80913

Dear Mr. Hama (and the rest):

I have just finished #3 of 'THE 'NAM.' I think that it is very good and puts other war books to shame. "THE 'NAM" shows how wars are really fought. The soldiers aren't luck-stricken G.I.'s who win the battles ninety percent of the time. In the 'NAM, it shows how scared they really were. I would also like to compliment Doug Murray and Phil Felix. I would also like to object to Malcom Warren's letter—he said this comic is too mature and too hard to read for ten-year olds. I am ten and I love this comic. I also agree entirely with the Sarge's letter!

Your biggest fan,
Damien Nesbit
474 Marlborough Rd.
Brooklyn, N.Y. 11226

P.S. I appreciate your having NAM NOTES.

Dear Doug and Mike;

The 'NAM #1 issue was great! It was realistic, it had great art, and was realistic! (Yes, I said 'realistic' twice.) The bribe the First Sergeant tried to put on Marks was a good example.

The real reason I'm writing is to find out if there are going to be any major battles in the future. A battle over a couple of issues would be great! Also, after the U.S. pulls out of Nam, will there be any issues on the population's response to the 'failure' of the soldiers? How about the P.O.W.s' experiences after the war? (Of course, this would have to be made up.) I hope you can answer these questions for me and I'm sure for many others as well. Well, hat up!

Alan Heath
242 Ridgefield Rd.
Endicott, N.Y. 13760

Alan:

There will be battles in future issues—check out #9—but they will not be spread over two issues, our "real time" format prohibits that. As far as stuff going on after the war, I really don't know. I'm not sure enough readers would be interested to make it worthwhile . . . what do you think?

Dear Marvel:

I'm a paratrooper in the army and have been collecting comics for about 8 years. This is the first time I've written a letter to you. I just had to! "NAM" #3 is probably the greatest comic magazine I have ever read. I'm only nineteen, so I didn't go to Vietnam myself, but I find I'm facing a lot of the situations that the characters do in the military. The constant fear of the unexpected, the putting your life on the line—things like that. THE 'NAM, I am sure, is going to be a huge success, and I wish you all the luck in the world. I'll be there all the way! Airborne!

Greg Diekhoff (PFC)
Ft. Bragg, N.C. 28307

'NAM NOTES

Okay, guys and gals—another month, another glossary. Just a short one this time, and some of the words have been around a couple of times before:

DIENBIENPHU: A little village near the Laotian border where the last French Fighting Force was defeated in 1958, effectively removing Vietnam from French rule.

IMPERIAL RUNNING DOG: Propagandist word used to describe almost anyone whom the ruling communists thought was against them.

KIT CARSON SCOUT: 'Reformed' VC who were used as scouts, guides, translators, etc. by American troops.

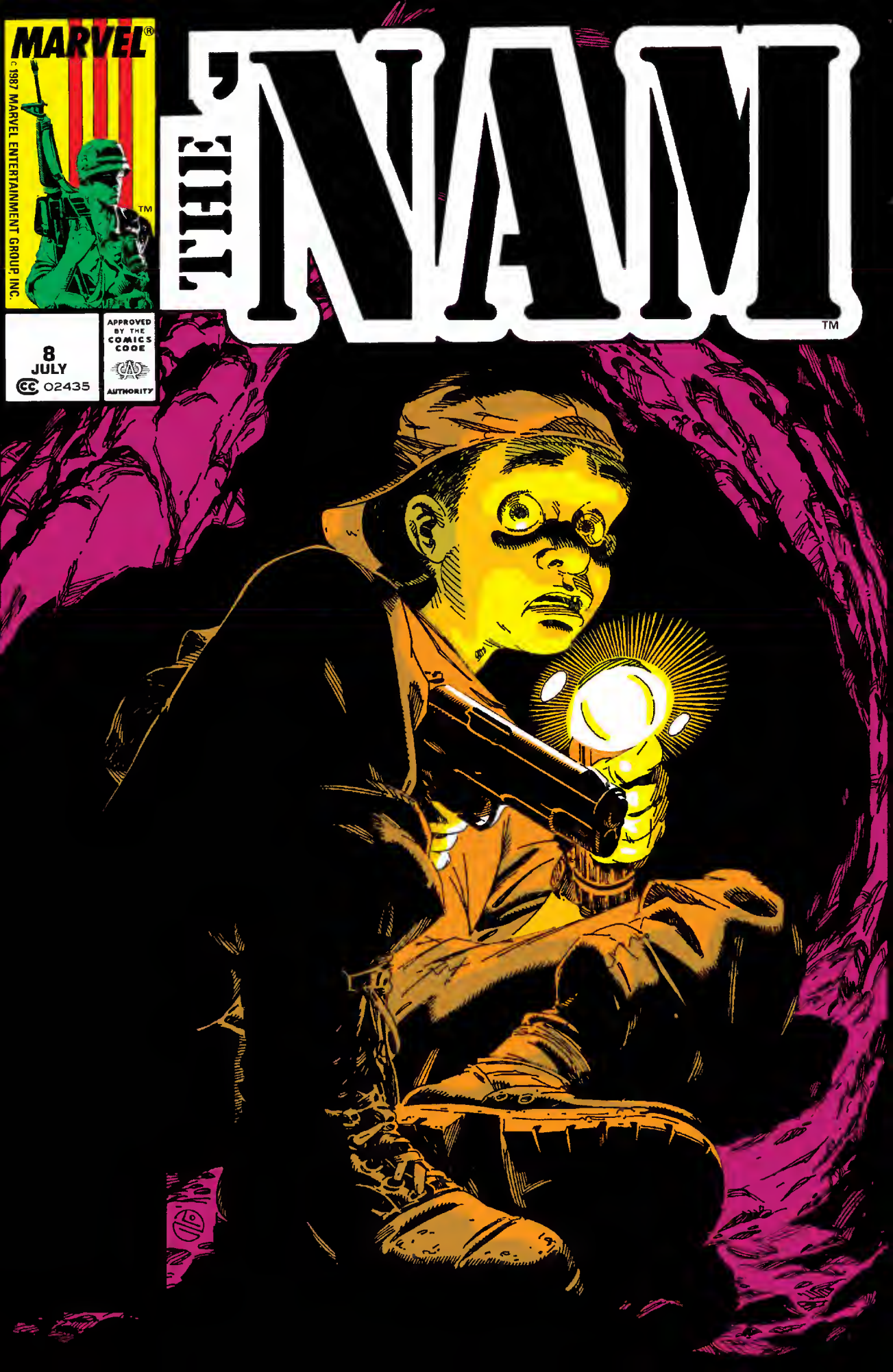
LZ: Landing Zone, where a chopper can set down to pick up or land troops.

NAZIS: You all know this one—National Socialists, the guys who tried to take over the world in WWII. After the war, many of them fled war crime tribunals in Germany and slipped through Switzerland to Africa where a great number were enlisted into the French Foreign Legion. They ended by fighting the Vietminh.

UNCLE HO: Ho Chi Minh, spiritual and temporal leader of the VC.

VC: Victor Charlie, Viet Cong—the enemy.

VIETMINH: Forerunner of the VC. Freedom fighters against the French until the end at Dienbien-phu.


MARVEL
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THE 'NAM
8
JULY
02435
APPROVED BY THE COMICS CODE AUTHORITY

Stan Lee PRESENTS:

THE 'NAM

DOUG MURRAY
WRITER

MICHAEL GOLDEN
PENCILER

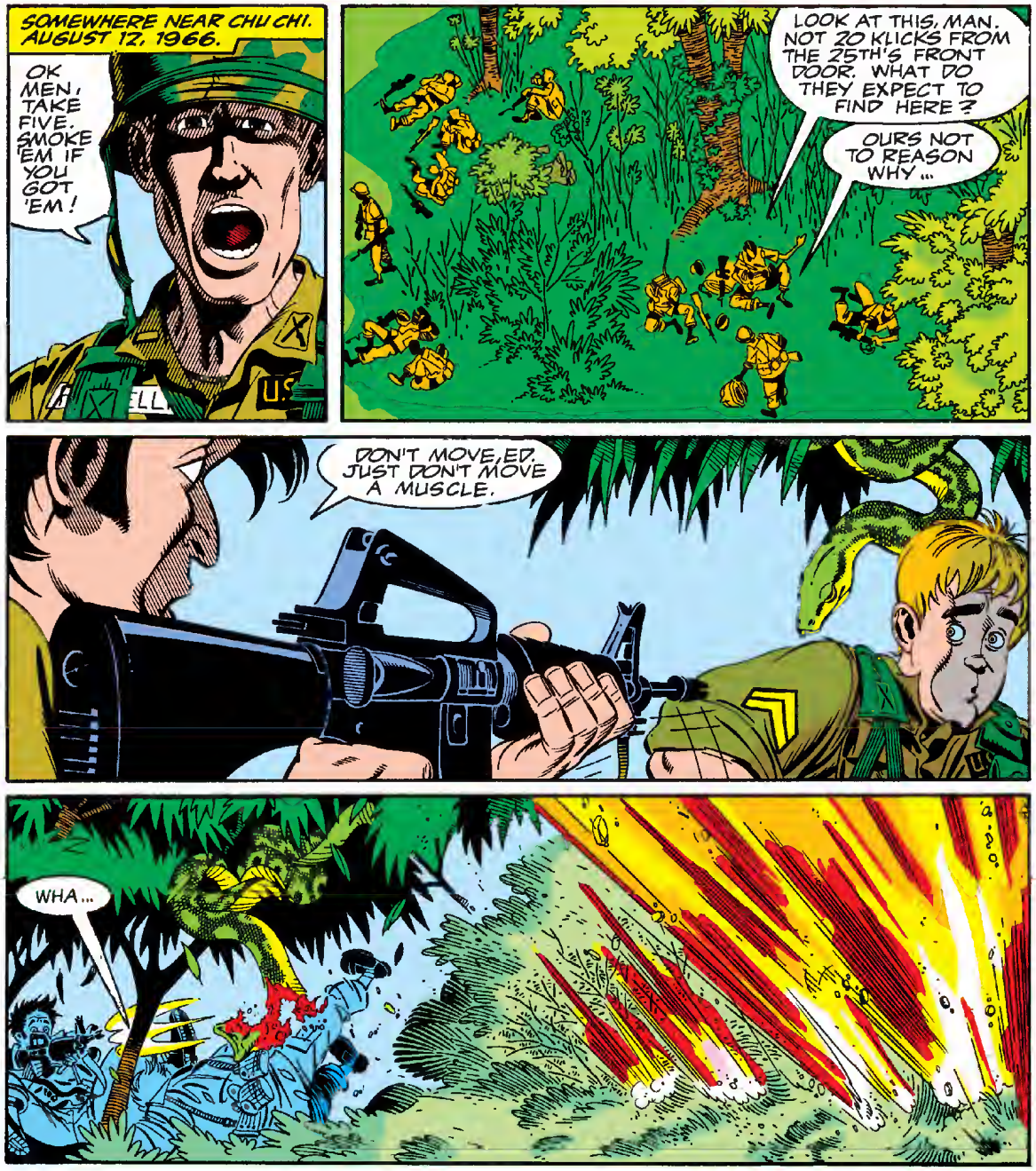
JOHN BEATTY
INKER

PHIL FELIX
LETTERS/COLOR

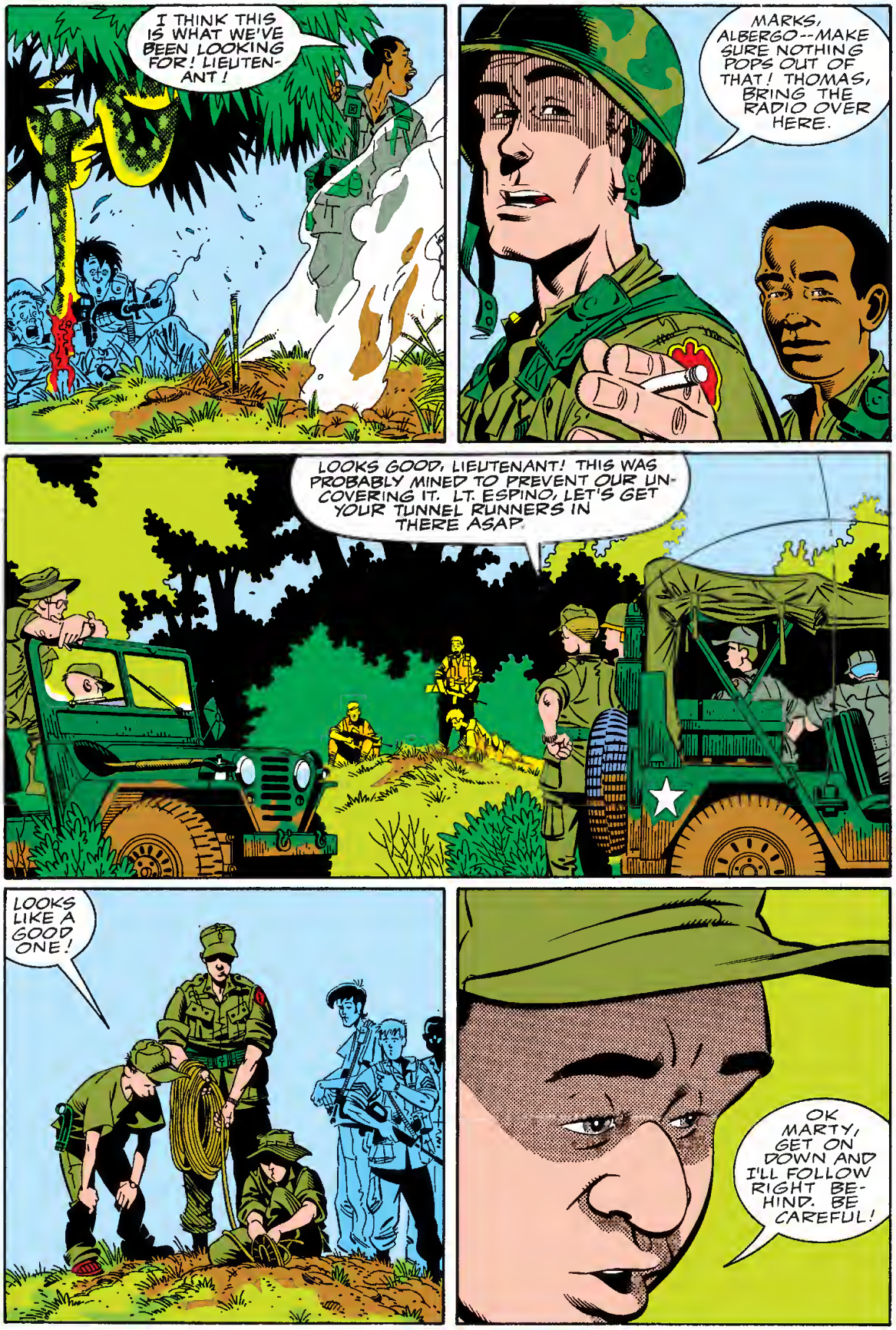
LARRY HAMA
EDITOR

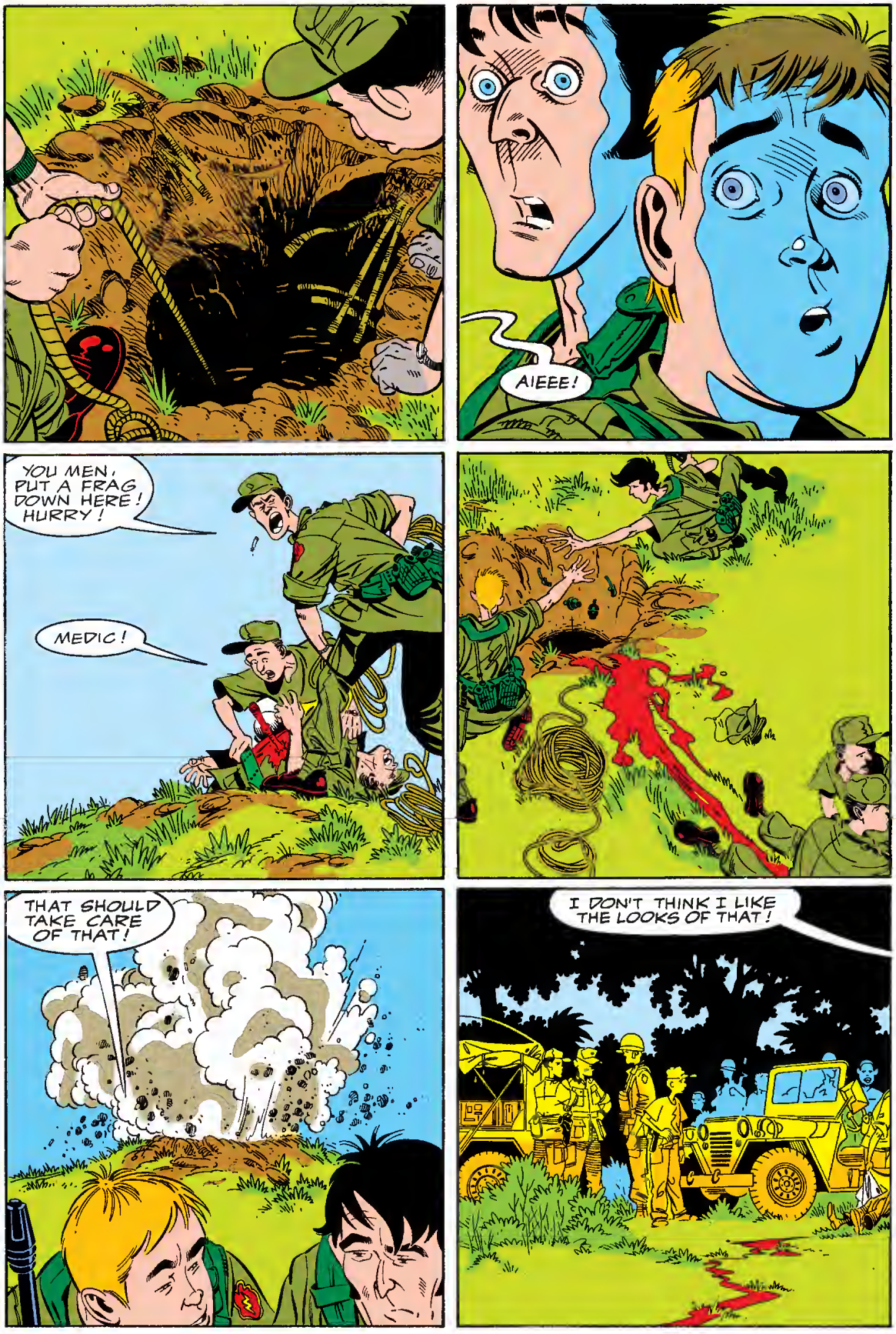
JIM SHOOTER
EDITOR IN CHIEF

"IN THE UNDERGROUND"

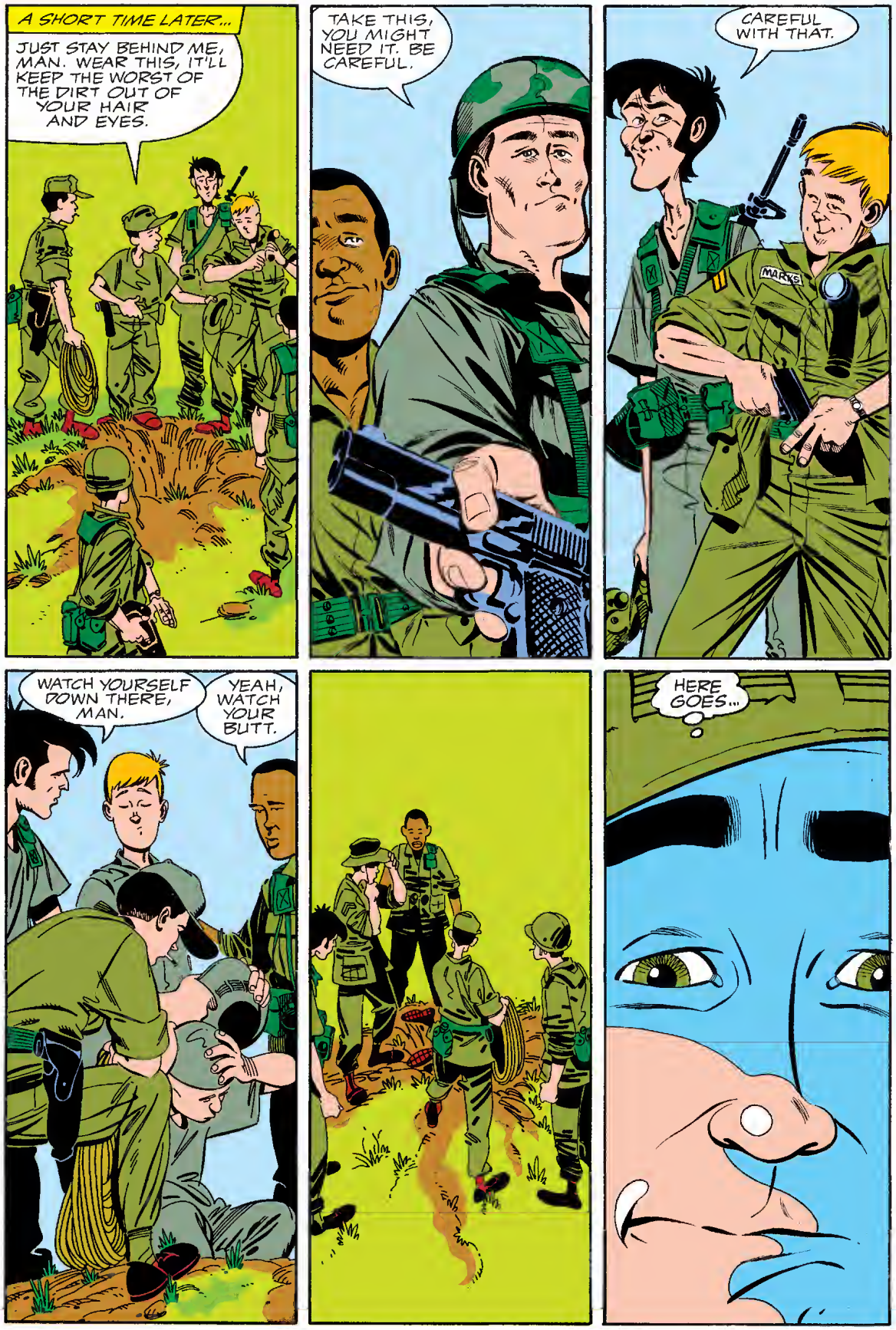


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I THINK THIS IS WHAT WE'VE BEEN LOOKING FOR! LIEUTEN-ANT!
MARKS, ALBERGO--MAKE SURE NOTHING POPS OUT OF THAT! THOMAS, BRING THE RADIO OVER HERE.
LOOKS GOOD, LIEUTENANT! THIS WAS PROBABLY MINED TO PREVENT OUR UN-COVERING IT. LT. ESPINO, LET'S GET YOUR TUNNEL RUNNERS IN THERE ASAP.
LOOKS LIKE A GOOD ONE!
OK MARTY, GET ON DOWN AND I'LL FOLLOW RIGHT BE-HIND. BE CAREFUL!


AIEEE!
YOU MEN, PUT A FRAG DOWN HERE! HURRY!
MEDIC!
THAT SHOULD TAKE CARE OF THAT!
I DON'T THINK I LIKE THE LOOKS OF THAT!


I DEFINITEY DON'T LIKE THE LOOKS OF THAT!
LISTEN UP...
THEY NEED SOMEONE ELSE TO GO DOWN INTO THE TUNNEL. TO HELP THE TUNNEL RUNNER WITH COMMUNICATIONS. THEY WANT A VOLUNTEER.
SURE, A VOLUNTEER! LISTEN, I'D LOVE TO HELP, BUT I'VE GOT THIS PROBLEM...
DON'T WORRY ABOUT IT, MIKE. I'LL DO IT.


A SHORT TIME LATER...
JUST STAY BEHIND ME, MAN. WEAR THIS, IT'LL KEEP THE WORST OF THE DIRT OUT OF YOUR HAIR AND EYES.
TAKE THIS, YOU MIGHT NEED IT. BE CAREFUL.
CAREFUL WITH THAT.
MARKS
WATCH YOURSELF DOWN THERE, MAN.
YEAH, WATCH YOUR BUTT.
HERE GOES...


CAREFUL, HERE. COME SLOWLY, AND STAY DOWN.
WATCH THIS!
THIS'S A BAMBOO SNAKE. VERY DEADLY.
CHARLIE LEAVES 'EM OUT HERE SO WE BRUSH 'EM OFF AND THEY BRUSH US OFF.


DON'T DO THAT!
DON'T ADVERTISE WHERE WE ARE. STAY ON ONE SIDE OF THE TUNNEL, AND HOLD THE LIGHT OVER YOUR HEAD AS FAR AWAY FROM YOU AS POSSIBLE. DON'T GIVE THEM A CLEAR SHOT AT YOU. EVER!
REAL CAREFUL HERE!
CAN'T STAND RATS! FILTHY THINGS!

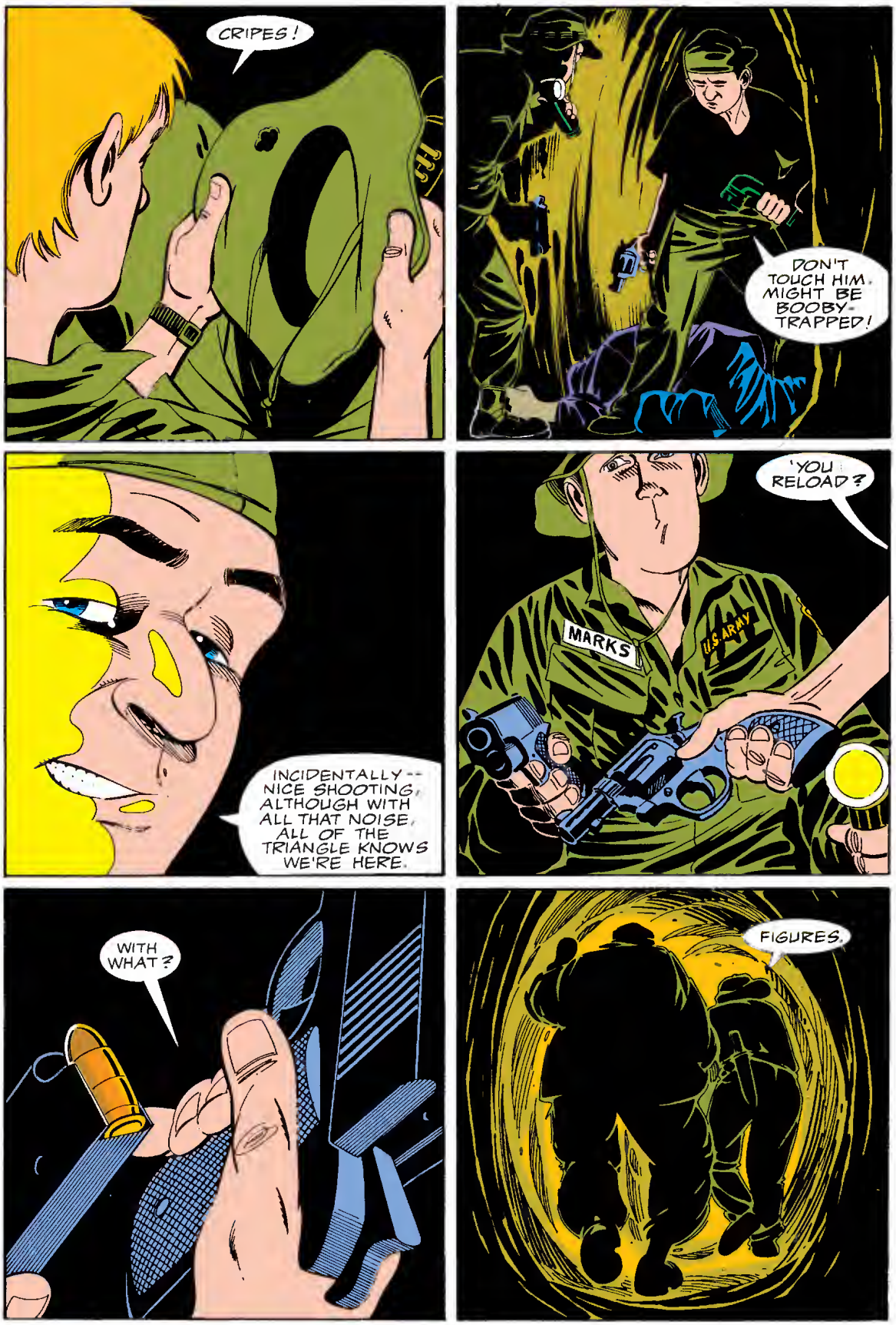

LOOK OUT!

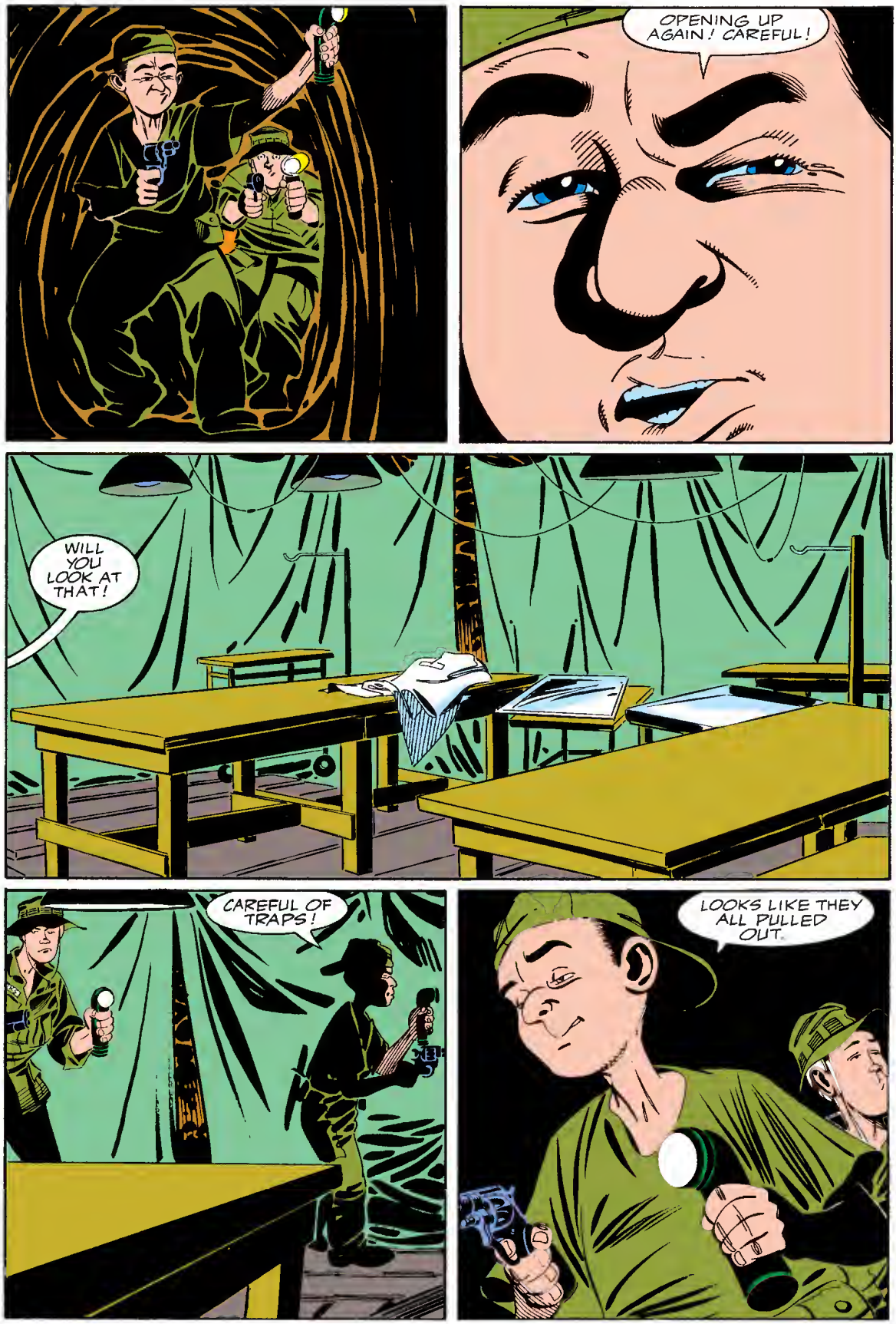





WHA...

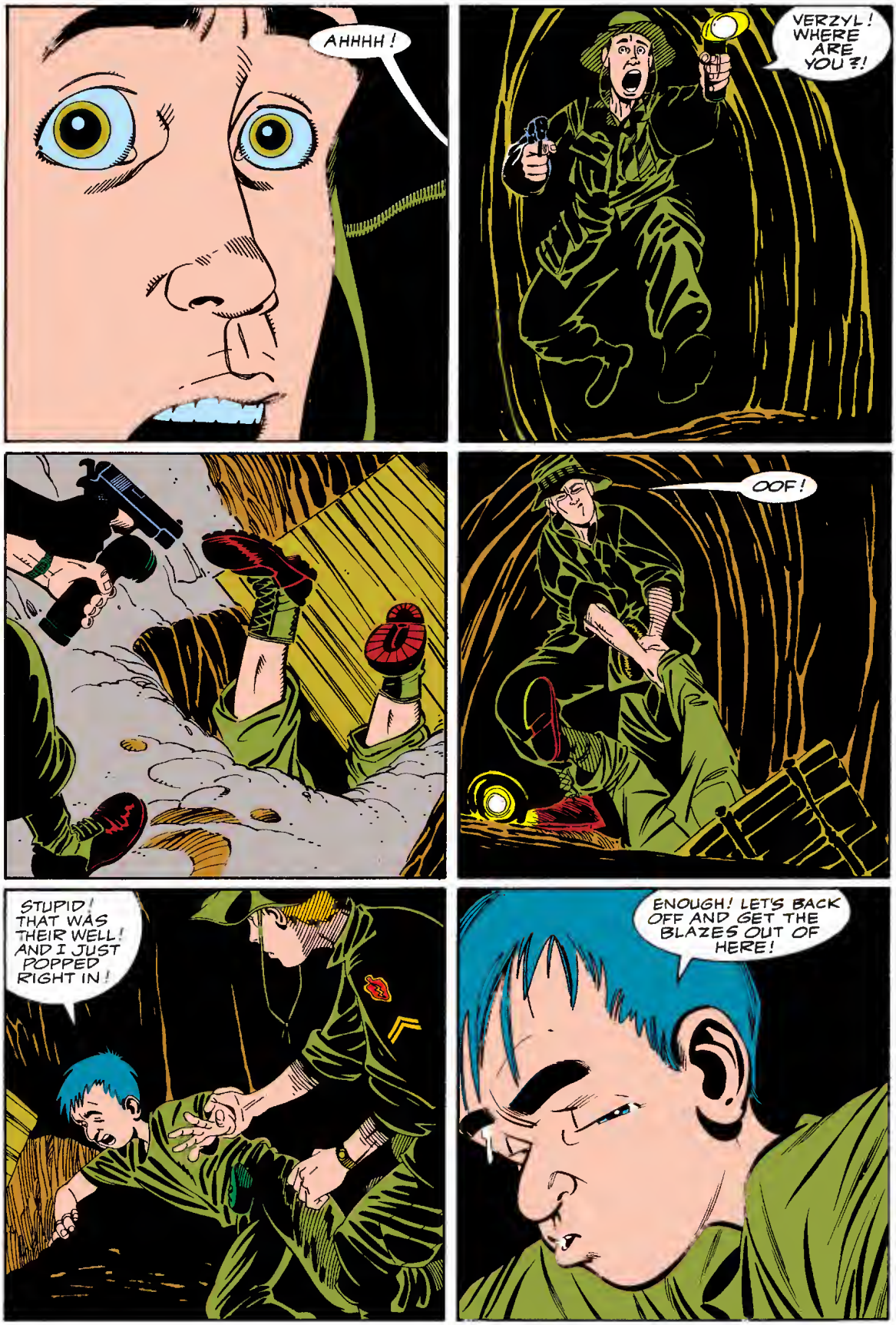

YOU ALMOST GOT EACH OTHER -- LOOK AT YOUR HAT!


CRIPES!
DON'T TOUCH HIM. MIGHT BE BOOBY-TRAPPED!
INCIDENTALLY -- NICE SHOOTING, ALTHOUGH WITH ALL THAT NOISE, ALL OF THE TRIANGLE KNOWS WE'RE HERE.
'YOU RELOAD?
MARKS
U.S. ARMY
WITH WHAT?
FIGURES.


OPENING UP AGAIN! CAREFUL!
WILL YOU LOOK AT THAT!
CAREFUL OF TRAPS!
LOOKS LIKE THEY ALL PULLED OUT.

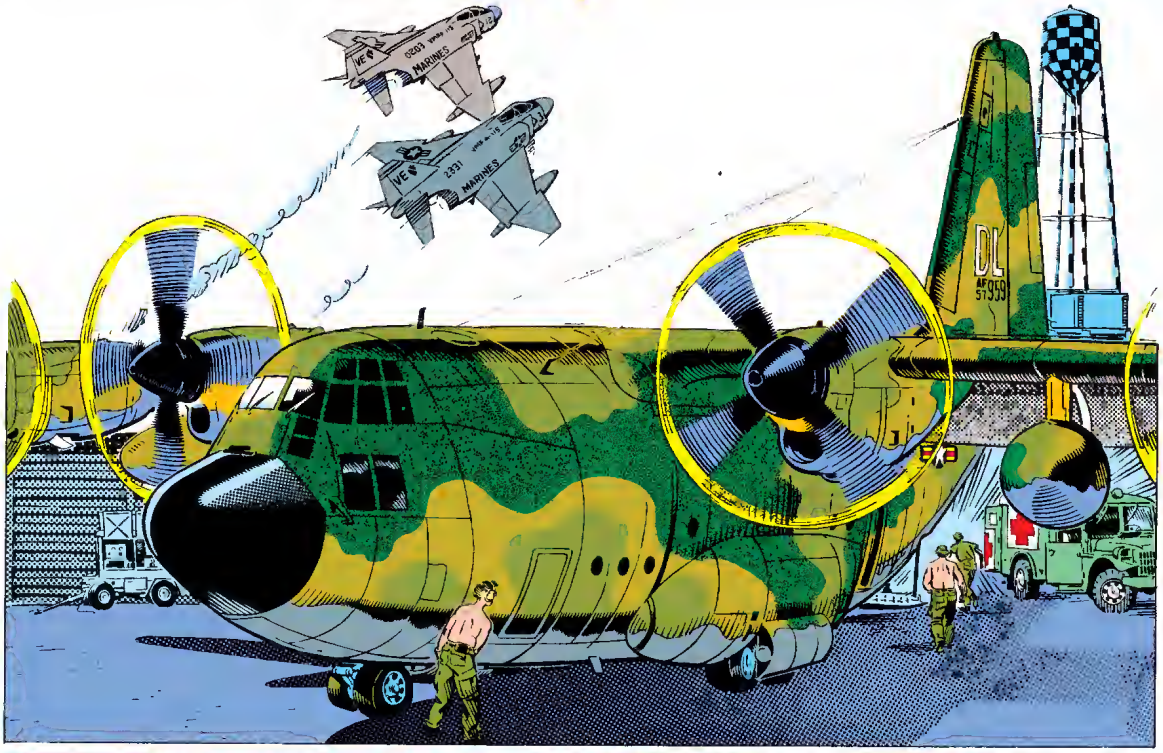

HEY!
OVER THERE!
NO!


SEE THAT!
SHE'S THEIR LAST DITCH BOOBY-TRAP. THEY'RE ALL GONE BY NOW.
YOU MEAN...
YOU GOT IT, MAN! THAT WAS DELIB-ERATE!
NOTHING MORE WE'RE GONNA FIND--
--LET'S SEE IF THAT'S A WAY OUT!


AHHHH!
VERZYL! WHERE ARE YOU?!
OOF!
STUPID! THAT WAS THEIR WELL! AND I JUST POPPED RIGHT IN!
ENOUGH! LET'S BACK OFF AND GET THE BLAZES OUT OF HERE!


AMERICAN! I'M AN AMERICAN! APPLE PIE, THE WORLD SERIES, OH, SAY CAN YOU SEE!
DON'T SHOOT!
LATER...
YOU DO THIS FOR A LIVING?
YEAH. NOT FOR LONG THOUGH. I'M GETTIN' SHORT. GONNA RE-UP AND GO AIRBORNE. GET SOME EXTRA MONEY AND GET OUT OF THE MUD.
WON'T DO ANY GOOD. THERE'S TUNNELS ALL AROUND HERE. ALL OVER THE PLACE.
ALL RIGHT MEN, LET'S MOVE OUT AND GO HOME.

5th TO THE 1st: by Doug Murray & Mike Golden







the TUNNEL RAT

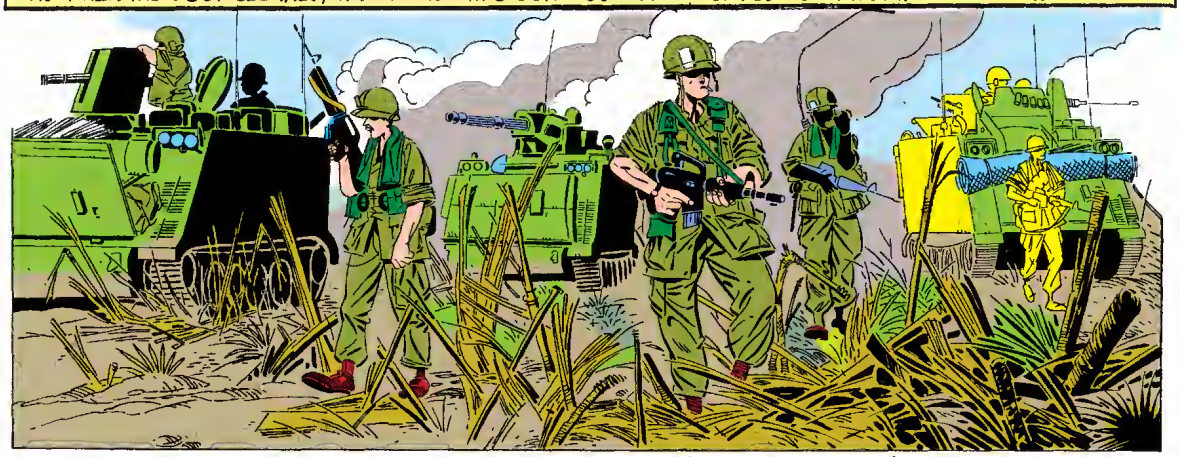


YOU EVER NOTICE HOW **SOUNDS** KIND OF STAY WITH YOU? I MEAN, WHEN I WAS A KID WATCHING ALL THOSE DUKE WAYNE FILMS ON TV, ALL THE GUNS MADE THESE LOUD EXPLOSIVE NOISES WHEN THEY WENT OFF--WHEN I GOT HERE, I FOUND THAT THE LOUDEST NOISE WAS THE SOUND OF METAL AGAINST METAL AS THE BOLT RUNS BACK AND FORTH. ANOTHER SOUND I WON'T FORGET IS THE BUZZ OF THE ***VULCAN.***

THE VULCAN WAS THIS NEW WEAPON WE GOT STUCK PLAYING NURSEMAID FOR. SEEMS THE ARMY HAD COME UP WITH A NEW WRINKLE ON THE OLD GATLING GUN--THIS ONE WAS ELECTRIC AND FIRED GOD-KNOWS-HOW-MANY ROUNDS A MINUTE. ALL WE COULD HEAR WAS A LOUD SORT OF **BUZZ** AS THE ROUNDS CAME OUT--AND SEE A RIVER OF BRASS FLOWING FROM THE VENT OF THIS MODIFIED **APC** THE THING WAS MOUNTED IN.

INTELLIGENCE HAD COME UP WITH LOCATIONS ON THREE VILLAGES THAT CHARLIE WAS USING FOR SUPPLY AND REST POINTS. THE VULCAN (WITH US AS INFANTRY COVER) WAS SUPPOSED TO TEACH THE VILLAGERS THE HAZARDS OF MESSING AROUND WITH UNCLE SUGAR.

NATURALLY, AS WE WERE THE GOOD GUYS, WE DROPPED LEAFLETS TO WARN THE PEOPLE THAT WE WERE COMING--JUST AS NATURALLY, WHEN WE ARRIVED, THE VILLAGE WAS COMPLETELY ***DESERTED.*** THE VULCAN OPENED UP ANYWAY, AND WHEN THE DUST CLEARED, THE VILLAGE WAS GONE--JUST A PILE OF DEBRIS WITH DIRT SETTLING OVER IT.



WE MOVED IN TO CHECK IT OUT AND ONE OF OUR ALERT FLANKERS (GOOD OL' 'FATS' DUFF) FOUND SOMETHING IMPORTANT. HE FELL THROUGH AN ENTRANCE HATCH INTO WHAT WAS EVIDENTLY A SERIES OF-***TUNNELS.***









WE'D SEEN VC TUNNELS BEFORE--A BUNCH HAD BEEN AROUND DA NANG COMPLETE WITH UNDERGROUND HOSPITALS, LIVING QUARTERS, MAP ROOMS--THE WHOLE MAGILLA. THE FACT THAT DUFF HADN'T BEEN SHOT OR KNIFED WHEN HE FELL IN MADE ME FAIRLY SURE THIS ONE WAS DESERTED--AND THE FACT THAT WE HAD TWO MORE VILLAGES TO EDUCATE BEFORE NIGHTFALL MADE ME VERY SURE I COULDN'T STAY TO CHECK IT OUT. I CALLED FOR A ***BACKUP*** AND LEFT TWO OF MY BOYS (FATS AS THE DISCOVERER AND 'FUDD' VERZYL) TO KEEP AN EYE ON THINGS.

SP5 FRANK VERZYL HAD WORKED AS A ***TUNNEL RAT*** AROUND DA NANG BEFORE BEING ASSIGNED TO MY PLATOON. TUNNEL RATS WERE MADMEN WHO WENT DOWN INTO THESE HOLES, USUALLY WITH JUST A HANDGUN OR SHOTGUN, AND SWEPT THEM CLEAN OF VC SO INTELLIGENCE COULD CHECK THEM OUT IN PERFECT SAFETY (SOMETHING THAT WAS ***VERY*** IMPORTANT TO INTELLIGENCE).

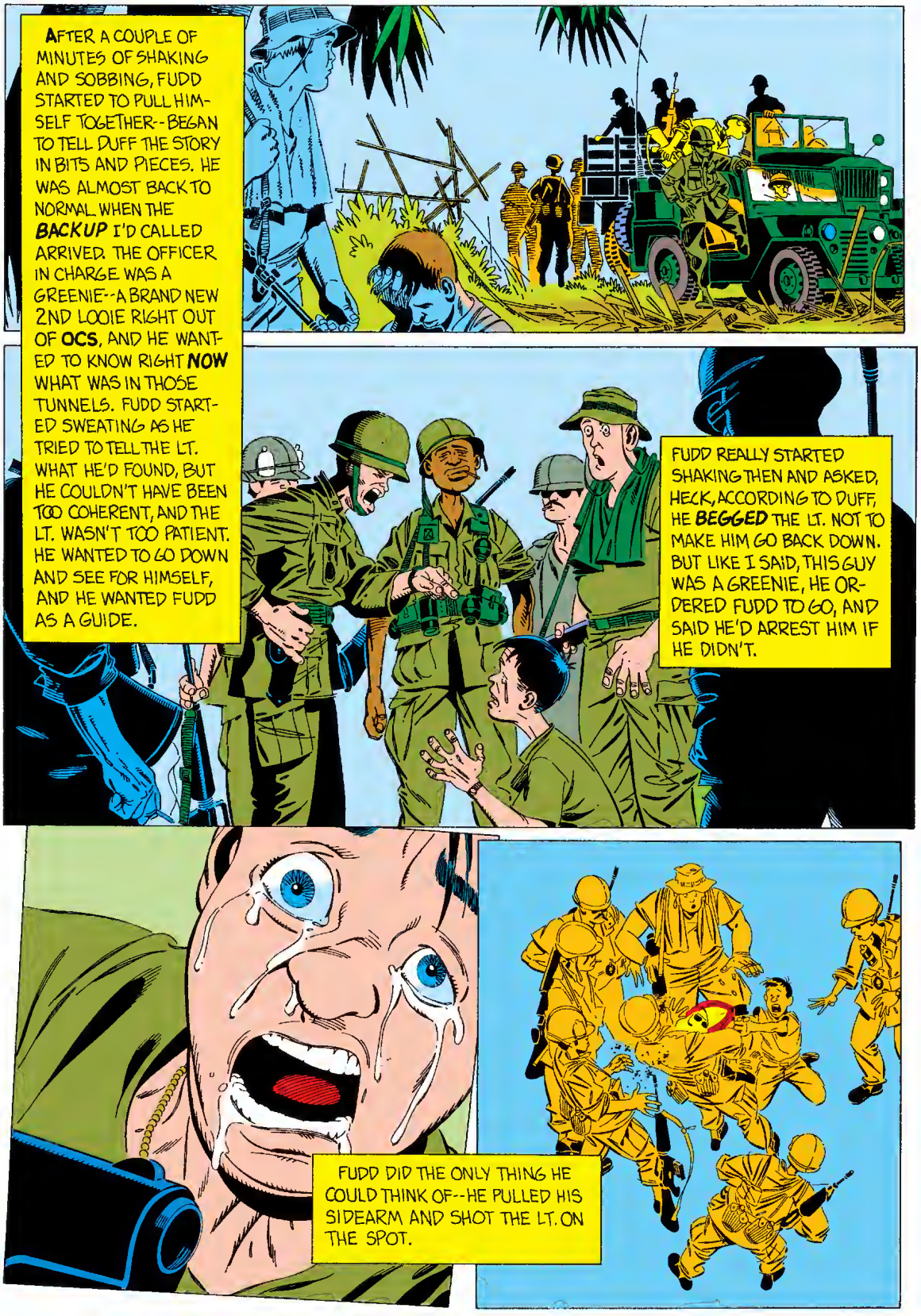
TUNNEL RATS WERE DARING, RESOURCEFUL AND USUALLY SURVIVED FOR ABOUT THREE WEEKS. VERZYL HAD BEATEN THE ODDS, AND ACQUIRED THE NICKNAME OF '***FUDD***' BECAUSE HE LOVED HUNTING THOSE 'WASCALLY WABBITS' IN THE TUNNELS. I KNEW THAT, BUT I LEFT HIM THERE ANYWAY.

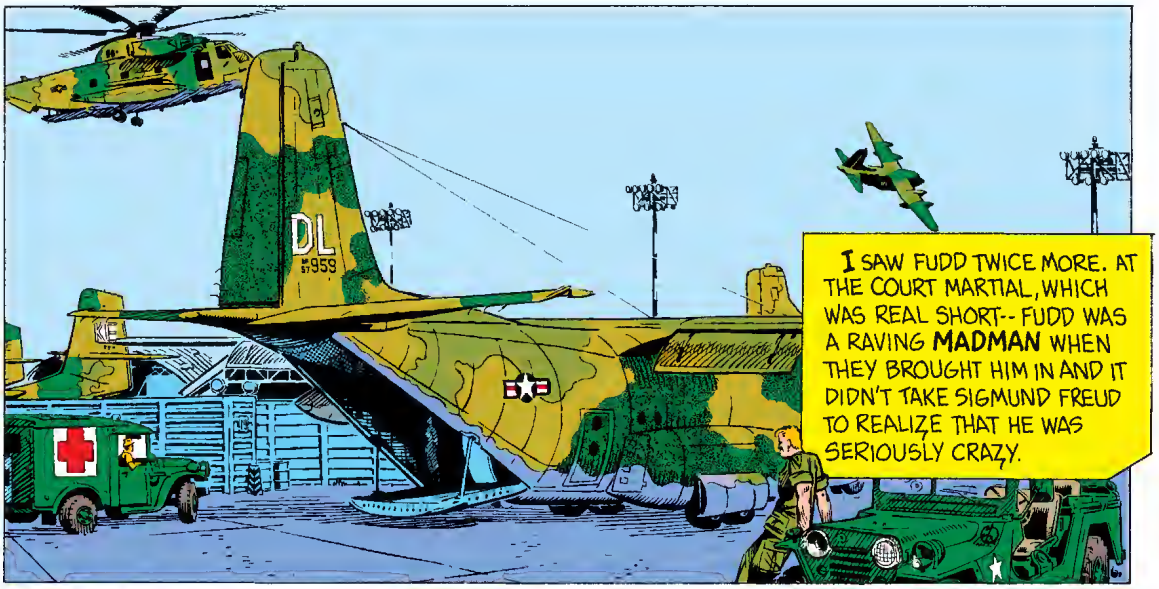
I GOT THE REST OF THE STORY SECOND-HAND FROM FATS. SEEMS AS SOON AS WE GOT OUT OF SIGHT, FUDD HAD PULLED OFF HIS RUCKSACK AND CLIMBED DOWN INTO THE TUNNEL FOR A LOOK AROUND. DUFF HADN'T PROTESTED, HE WAS BUSY PULLIN' AN EYELID *INSPECTION* AND AFTER ALL, FUDD WAS EXPERIENCED AND THE COMPLEX ***EMPTY.***

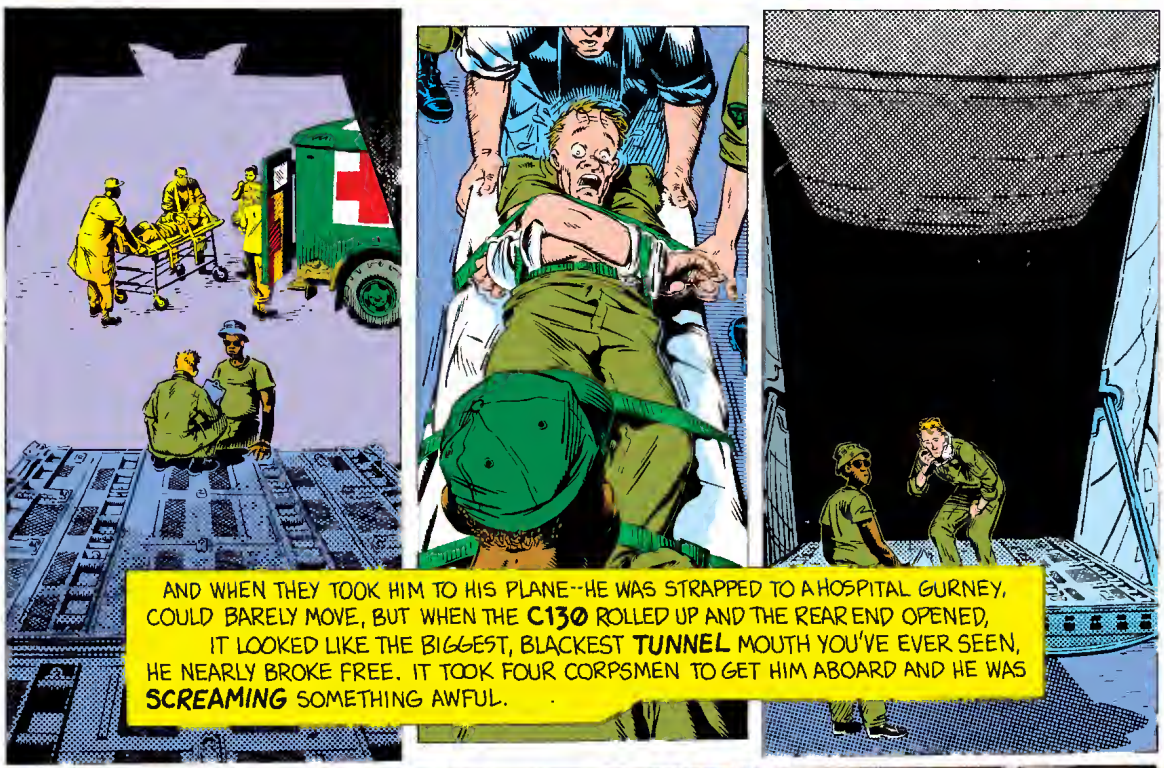
NEAR AS I CAN FIGURE, FUDD TRAMPED AROUND IN THE TUNNELS FOR ABOUT A HALF-HOUR WITHOUT FINDING ANYTHING. FINALLY, HE CAME UPON A CLOSED DOOR NEAR THE BACK END OF THE COMPLEX--ONE HE HEARD ***NOISES*** BEHIND. HE FIGURED HE'D FOUND A MAP ROOM OR A FILE CENTER, POSSIBLY WITH A VC OFFICER STILL IN IT, SO HE COCKED HIS HANDGUN, KICKED OPEN THE DOOR AND TOOK A LOOK.

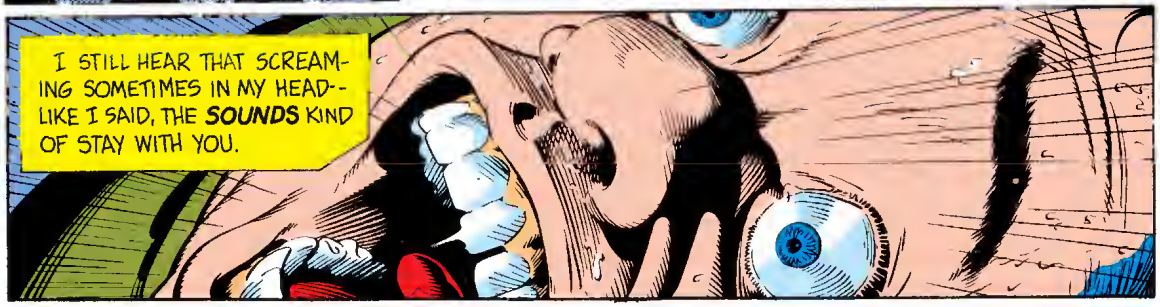



SEEMS THE VC HAD LEFT IN A HURRY--THIS ROOM HAD BEEN THEIR LARDER, IT HAD HAD SOME FOOD LEFT IN IT, AND THE ATTENDANT RATS. THE RATS HAD BEEN WITHOUT FOOD FOR DAYS, MAYBE WEEKS, AND THEY'D BEEN TRAPPED. WHEN FUDD OPENED UP, HE FOUND HIMSELF ACTING AS A RED CARPET FOR A COUPLE DOZEN BIG, HUNGRY RATS. I SHUDDER WHEN I THINK ABOUT IT. ANYWAY, FUDD BROKE AND HEADED TOPSIDE AS FAST AS HE COULD. BROKE SURFACE A COUPLE OF YARDS FROM DUFF, SCARING THE CRUD OUT OF HIM.


AFTER A COUPLE OF MINUTES OF SHAKING AND SOBBING, FUDD STARTED TO PULL HIMSELF TOGETHER--BEGAN TO TELL DUFF THE STORY IN BITS AND PIECES. HE WAS ALMOST BACK TO NORMAL WHEN THE BACKUP I'D CALLED ARRIVED. THE OFFICER IN CHARGE WAS A GREENIE--A BRAND NEW 2ND LOOIE RIGHT OUT OF OCS, AND HE WANTED TO KNOW RIGHT NOW WHAT WAS IN THOSE TUNNELS. FUDD STARTED SWEATING AS HE TRIED TO TELL THE LT. WHAT HE'D FOUND, BUT HE COULDN'T HAVE BEEN TOO COHERENT, AND THE LT. WASN'T TOO PATIENT. HE WANTED TO GO DOWN AND SEE FOR HIMSELF, AND HE WANTED FUDD AS A GUIDE.
FUDD REALLY STARTED SHAKING THEN AND ASKED, HECK, ACCORDING TO DUFF, HE BEGGED THE LT. NOT TO MAKE HIM GO BACK DOWN. BUT LIKE I SAID, THIS GUY WAS A GREENIE, HE ORDERED FUDD TO GO, AND SAID HE'D ARREST HIM IF HE DIDN'T.
FUDD DID THE ONLY THING HE COULD THINK OF--HE PULLED HIS SIDEARM AND SHOT THE LT. ON THE SPOT.


DL
959
I SAW FUDD TWICE MORE. AT THE COURT MARTIAL, WHICH WAS REAL SHORT-- FUDD WAS A RAVING **MADMAN** WHEN THEY BROUGHT HIM IN AND IT DIDN'T TAKE SIGMUND FREUD TO REALIZE THAT HE WAS SERIOUSLY CRAZY.


AND WHEN THEY TOOK HIM TO HIS PLANE--HE WAS STRAPPED TO A HOSPITAL GURNEY, COULD BARELY MOVE, BUT WHEN THE **C130** ROLLED UP AND THE REAR END OPENED, IT LOOKED LIKE THE BIGGEST, BLACKEST **TUNNEL** MOUTH YOU'VE EVER SEEN, HE NEARLY BROKE FREE. IT TOOK FOUR CORPSMEN TO GET HIM ABOARD AND HE WAS **SCREAMING** SOMETHING AWFUL.


I STILL HEAR THAT SCREAMING SOMETIMES IN MY HEAD-- LIKE I SAID, THE **SOUNDS** KIND OF STAY WITH YOU.

Larry Hama
Editor
Pat Redding
Assistant Editor

INCOMING

c/o Marvel Comics
387 Park Ave. South
New York, N.Y. 10016

Dear Larry,

I think 'THE NAM' is quite simply the best product currently being put out by Marvel. To be honest, I never would have expected to see stories of this type and quality in a mainstream four-color comic. The creative team appears to be knowledgeable and (more importantly) to really care about the stories they are telling. I only pray that if the original creative team is someday split up (as would seem inevitable), the replacements are equally conscientious and caring, or else the title be allowed to die a dignified death. I would hate to see 'THE NAM' taken out of your control and changed into a G.I. JOE clone, or see an IRON MAN or AVENGERS cross-over. That would be a grave disservice to the Americans who served in Vietnam and whose stories you are telling.

Hank Hoeft
5105 Lester Ave.
Arlington, TX 76016

Hank:

Try not to worry too much, we'll try to keep the creative team together, and I think we can guarantee that the only way you'll see IRON MAN or the AVENGERS is in comic books being read by the grunta of the '23rd.

Dear Doug and Mike,

THE NAM has got to be the best thang that has happened in comics since Berni Wrightson's "SWAMP THING" (sorry guys, but it's my favorite). The first three issues have started what I hope will be a mammoth eight year epic. I would like to comment on Malcolm Warren's letter in issue #3. I am 25 years old and I have been collecting and trading comics for some time now. This is also true of many of my peers and I see no reason for you to worry about THE NAM folding due to a lack of older readership. When I visit my local comic specialty shop, I'd be hard-pressed to find someone there who wasn't a college student or full-time worker. Comics are not "kid stuff" anymore and I think more and more "older" people are discovering that. Comics like THE NAM help satisfy this readership. Now if you guys can only come up with "Invasion of the Conservatives, starring Capt. Ronnie" to show what life in the '80's was all about. Good luck, and I can't wait for the next issue.

Craig Romano
79 Londonderry Rd.
Windham, NH 03087

Yo Murray and Golden;

I was just reading an old issue of SAVAGE TALES and I noticed "5th to the 1st." It came to me, could this be the same group from 'THE NAM' a year later? If it is, I like where you guys are goin'. If it ain't, dat's OK too—you're still doin' fine! If you don't make "5th to the 1st" part of it, do you think you could write SP's Bremby and Hogan into it. I think they'd make 'THE NAM' more colorful. I guess that's it for now. Until the Charley's start singin' "Stars and Stripes Forever," Make Mine . . . The Nam.

Dan Davis
91 Ballard St.
West Union, OH 45693

Dan:

The boys of the 1st were not designed to be part of the NAM series. 'Boots and straight legs (paratroopers and infantry) just don't mix. We will, however, see the occasional crossover, such as "Tunnel Rat." The 5th may show up again someday—one never knows.

Dear Guys,

THE NAM #'s 1–3 were great! I am too young to remember much about the Vietnam War era. I do remember seeing news footage and hearing words like 'Viet Cong' when I was five.

I am glad to see a comic book that deals with the reality of this war. I hope that kids *do* read THE NAM, we have to be reminded that war is not GI JOE, that people die and lives are torn. We need to know just what happened in Vietnam. I intend to be with THE NAM throughout the entire war. I don't want to place blame for what happened in Vietnam—I only want to understand.

Claudia Dowell
11723 Cascade
Detroit, Mich. 48204

Dear Doug, Mike, and Larry:

Congratulations on a great title. G.I. JOE or G.I. JOE SPECIAL MISSIONS are okay for fantasy, but this real life depiction of war is great. Also, I was going through my brother's SAVAGE TALES again and I noticed "THE NAM—1967" I wuz wondering if this wuz going to appear in the story line?

Larry, what about dropping the comics code? Over at that other company, SWAMP THING doesn't use the code. Also, what about putting the definitions in the front of the book, or as footnotes, because after you're done reading, the definitions only help a little.

I've got over 500 comics, and THE NAM is my favorite. It's also the first comic I've subscribed to. So until they start using plasma rifles, make mine THE NAM.

Jerry Davis
91 Ballard St.
W. Union, OH 45693

Jerry:

Just a couple of quickies. As I told the previous writer, we have no plans to incorporate the "Fifth to the First" characters into THE NAM, although we *do* have other plans for them. Keeping THE NAM as a comics code book allows us to expand our readership, and we feel that getting the book to as many people as possible is better than adding a little more realism in terms of language—after all, I think everybody gets the idea as things stand. Finally, we gave a lot of thought to the positioning of the glossary. If we used footnotes, it would break the story flow, something we didn't want to do. Putting it in front would be awkward. As it stands, in the rear, people can refer to it as they read, or hold it until afterwards. If you figure out what the words mean through their usage, you're learning them the way the real troops did! I think it's our best alternative. Thanks for the support!

Dear Marvel;

I am enjoying your NAM series very much. I must make one suggestion: since 'real time' is so important to the series, please print the month and year of the story's time on each splash page. This would be very helpful as the 8 year story progresses. Thanks.

Sara Kerwin
11509 Ridge Rd.
South Lyon, MI 48178

Sara:

Can, and will, do.

'Nam Makers:

I have just completed reading my first issue of THE NAM and would like to say terrific!

My brother and brother-in-law were both in Vietnam and they paint a similar picture of what the war was like. I will be showing them this issue and know they will be pleased with the honesty and attention to detail of your fine comic book.

I'll be looking forward to further issues of this series, good luck in your endeavors!

Rick Sloan
36 Ferris Dr.
Decatur, GA 62521

Dear Marvel;

THE NAM is probably the most realistic and absolutely fabulous comic I have ever read!

I think it was a realistic move making Top a corrupt First Sergeant. The dialogue also helps by using the actual words used over there.

The comic is so realistic, you don't even forget to draw in things like spent brass, and your characters changing spent clips. In some other comics, the characters can go throughout entire comics shooting without once reloading.

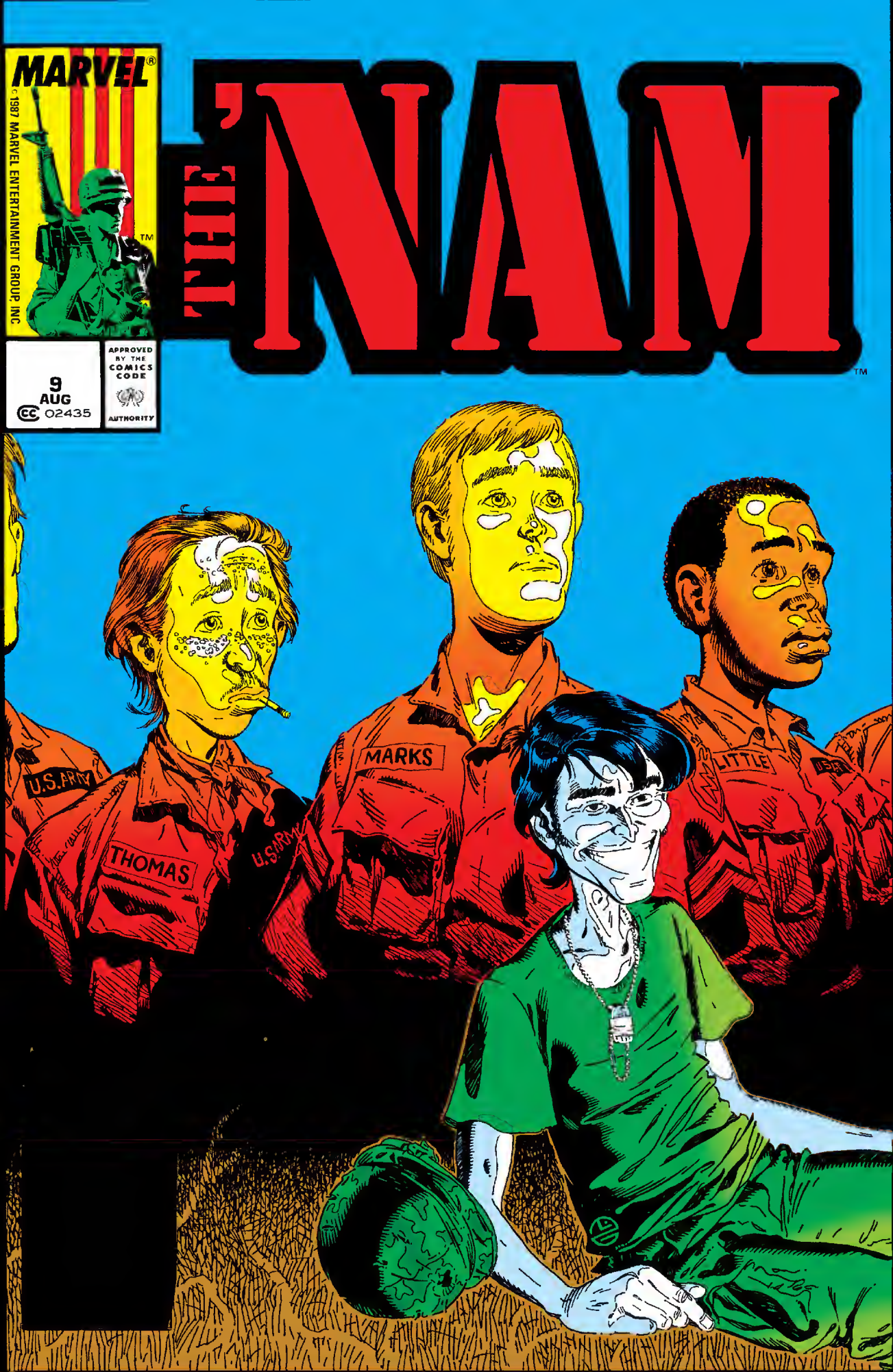
Last, but not least, the art is fantastic! Please keep up the good work.

Mike Hunn (age 13)
1546 Redondo La.
Lakewod, NJ 08701

'NAM NOTES

OKAY, KIDS, MORE NEW WORDS AND IDEAS FOR YOU.

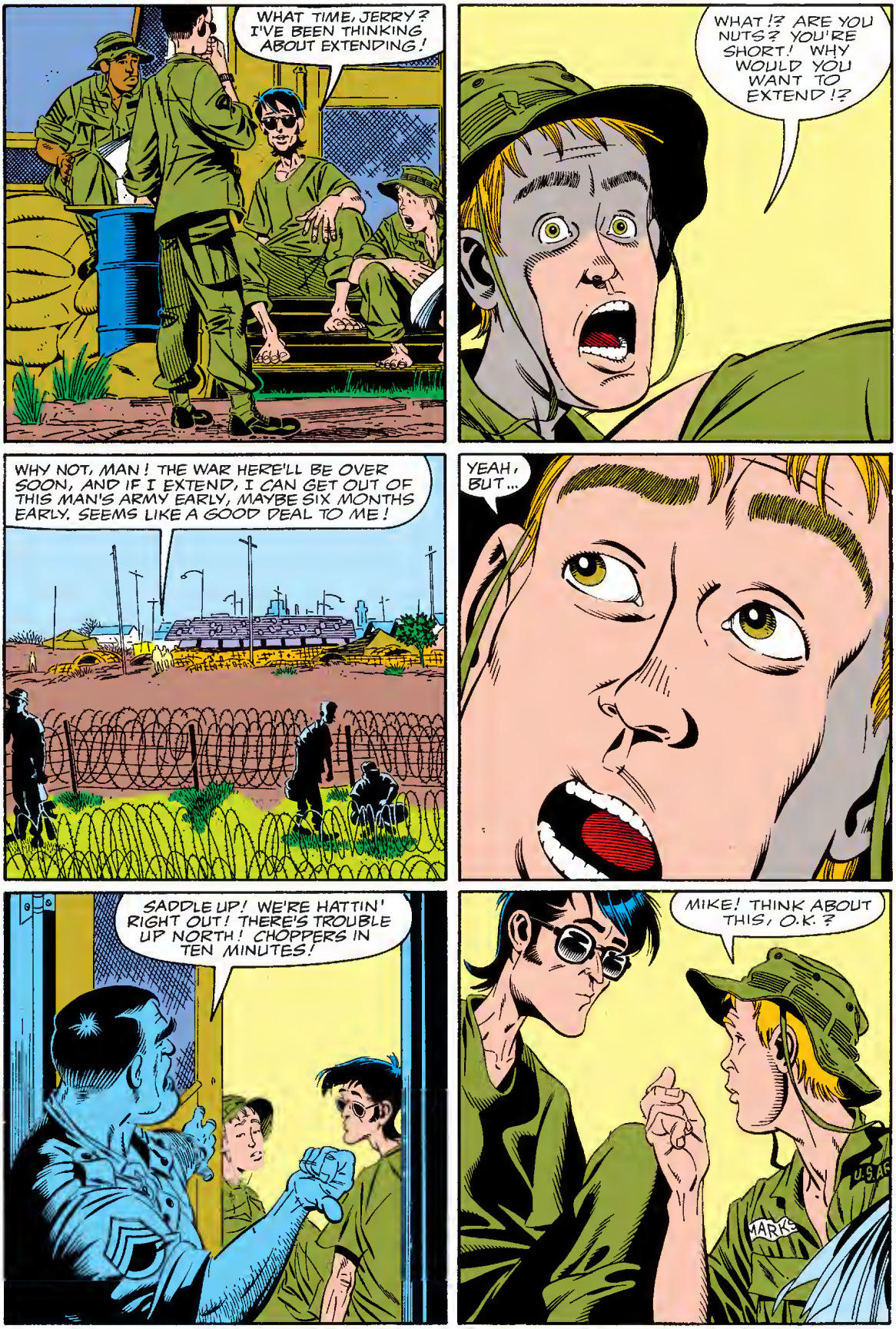
ASAP: As Soon As Possible. Right Away.
BAMBOO SNAKE: A small, deadly viper indigenous to Southeast Asia.
FRAG: In this usage, short for fragmentation grenade, a grenade that exploded sending hundreds of pieces of metal around it. Used as an anti-personnel weapon. Especially deadly in tight surroundings like the tunnels.
KLICKS: Kilometers.
RE-UP: Re-enlist. Sign up for another period of time in the military.
SHORT: Running out of time on an enlistment. Getting ready to get out, either of the army or Vietnam.
THE TRIANGLE: The Iron Triangle. A Vietcong stronghold within a very few miles of Saigon.
TUNNEL RUNNERS: Later, Tunnel Rats. Troops picked and trained especially to fight in the tunnels.
THE 25TH: The 25th Infantry. Parent group to the 23rd.


MARVEL
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THE 'NAM
APPROVED BY THE COMICS CODE AUTHORITY
9
AUG
02435
U.S. ARMY
THOMAS
MARKS
U.S. ARMY
LITTLE

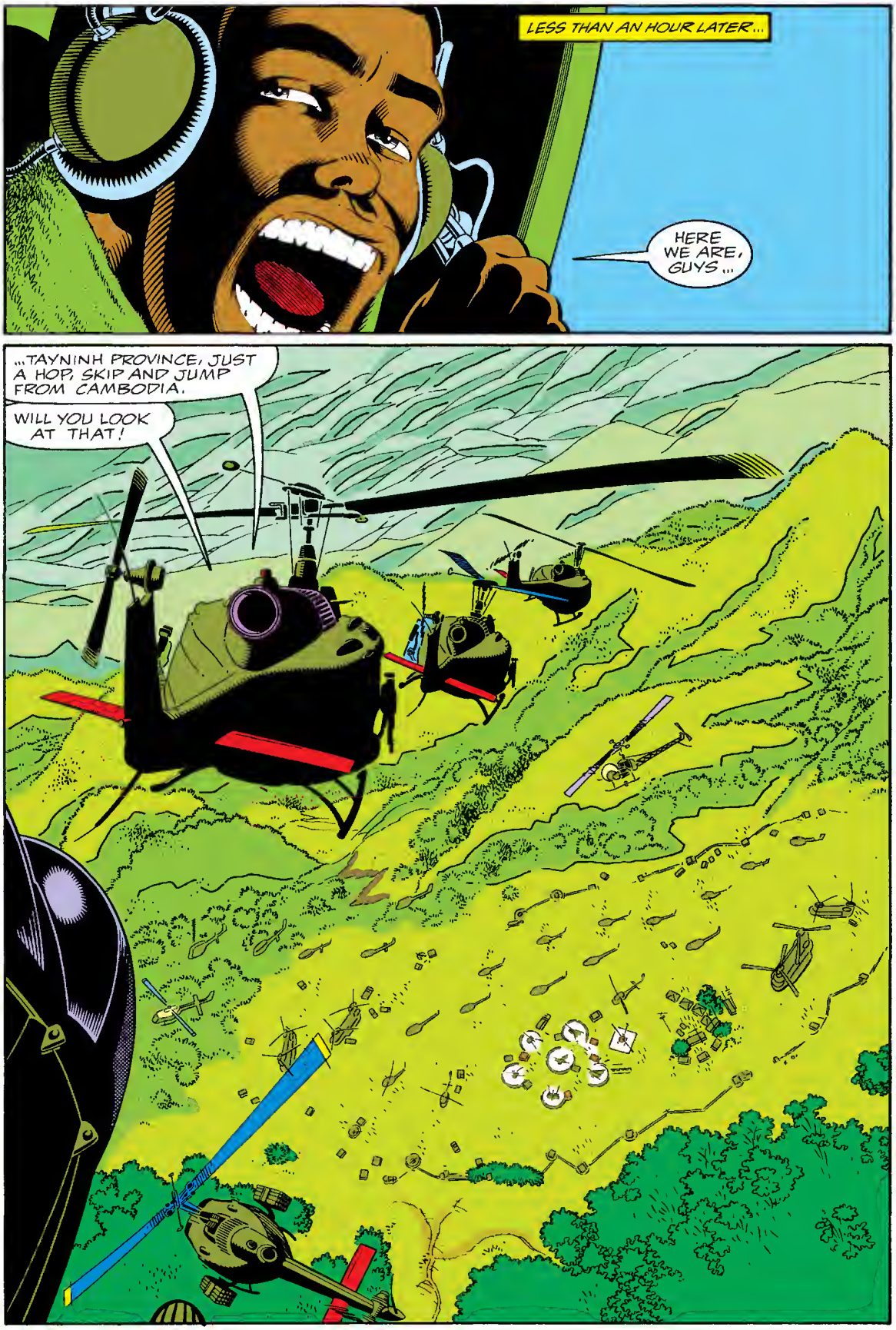


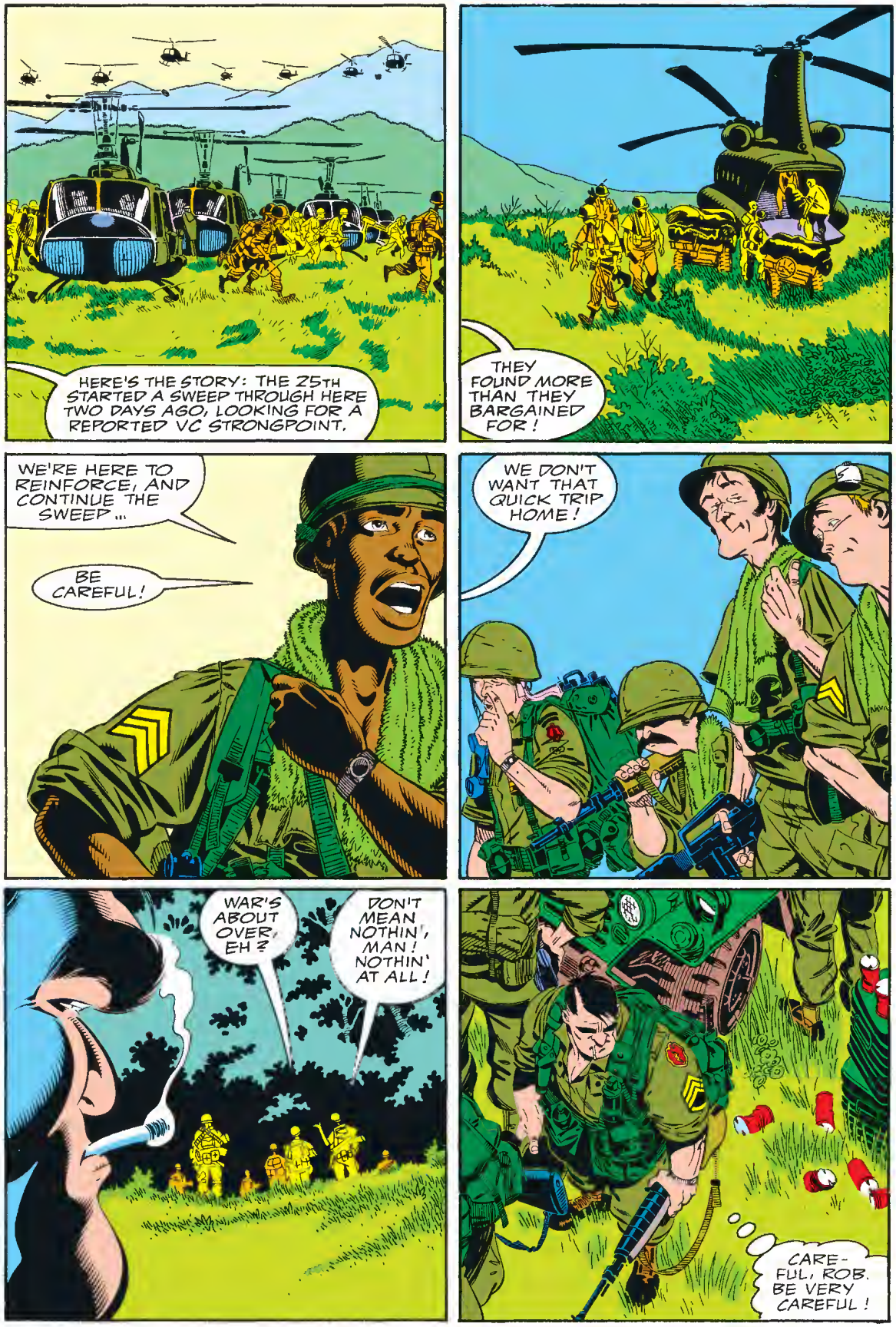
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THEY'RE JUST CRAZY! YOU MUST KNOW THAT BY NOW! THEY DON'T KNOW WHAT'S GOING ON! IT'S JUST A WEIRD COUNTRY!
I DON'T KNOW, MIKE. I THINK THEY'RE REALLY SINCERE ABOUT ENDING THE WAR. THEY JUST DON'T KNOW HOW TO GO ABOUT IT.
I KNOW HOW TO DO IT! JUST BOMB THE DINKS BACK TO THE STONE AGE!
THAT'S A LITTLE EXTREME, ISN'T IT?
MAYBE. BUT IT'D END THE WAR, WOULDN'T IT?
ANYWAY, THE RE-UP NCO'S COMING THROUGH TOMORROW. ANY-ONE WANT TO EXTEND THEIR VISIT TO SUNNY VIETNAM?
U.S. ARMY


WHAT TIME, JERRY? I'VE BEEN THINKING ABOUT EXTENDING!
WHAT!? ARE YOU NUTS? YOU'RE SHORT! WHY WOULD YOU WANT TO EXTEND!?
WHY NOT, MAN! THE WAR HERE'LL BE OVER SOON, AND IF I EXTEND, I CAN GET OUT OF THIS MAN'S ARMY EARLY, MAYBE SIX MONTHS EARLY. SEEMS LIKE A GOOD DEAL TO ME!
YEAH, BUT...
SADDLE UP! WE'RE HATTIN' RIGHT OUT! THERE'S TROUBLE UP NORTH! CHOPPERS IN TEN MINUTES!
MIKE! THINK ABOUT THIS, O.K.?
U.S.AF
MARK


EIGHT AND A HALF MINUTES LATER...
OKAY ROB, TAKE YOUR SQUAD TO SLICK #3, THE LIEUTENANT AND I'LL BE IN #1. PUT ON THE HEADSET AND I'LL GIVE YOU THE POOP!
MUST BE SOMETHING BIG!
OH! SORRY ED, I FORGOT. TAKE THIS SEAT.
THANKS MIKE, BUT NO! I'VE GOT TO BEAT THIS PROBLEM!
EVEN IF IT KILLS ME!


LESS THAN AN HOUR LATER...
HERE WE ARE, GUYS...
...TAYNINH PROVINCE, JUST A HOP, SKIP AND JUMP FROM CAMBODIA.
WILL YOU LOOK AT THAT!

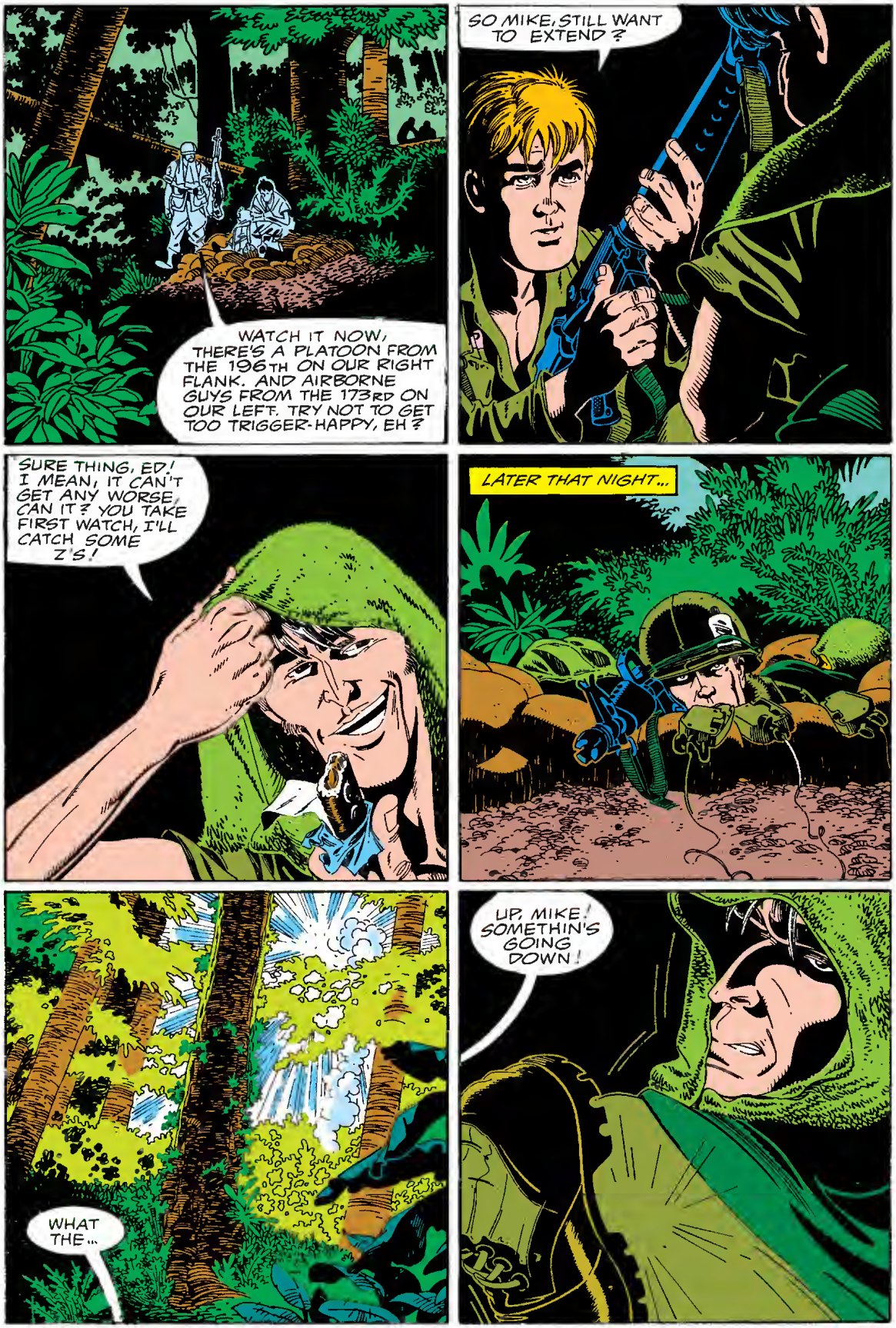

HERE'S THE STORY: THE 25TH STARTED A SWEEP THROUGH HERE TWO DAYS AGO, LOOKING FOR A REPORTED VC STRONGPOINT.
THEY FOUND MORE THAN THEY BARGAINED FOR!
WE'RE HERE TO REINFORCE, AND CONTINUE THE SWEEP...
BE CAREFUL!
WE DON'T WANT THAT QUICK TRIP HOME!
WAR'S ABOUT OVER, EH?
DON'T MEAN NOTHIN', MAN! NOTHIN' AT ALL!
CARE-FUL, ROB. BE VERY CAREFUL!


SOON AFTER, SEVERAL KLICKS IN THE BUSH...
SEE ED, NOTHIN' TO IT!
WHA...!
MEDIC! THOMAS, GET ON THE RT AND REPORT A BUNKER!
MIKE, GET OUT THAT LAW ROCKET!


SANTOS GOT THAT ONE!
NOW!
COME ON, MIKE! GET OVER HERE!
WATCH YOURSELF, ED! A LITTLE LESS JOHN WAYNE, EH?
THAT'S RIGHT, A BUNKER STRING! I'VE GOT WOUNDED!
FINELLI SAYS TO HOLD HERE, THEY'LL CALL IN ARTILLERY TO NEUTRALIZE THE AREA AHEAD OF US. BETTER GET SOME COVER!

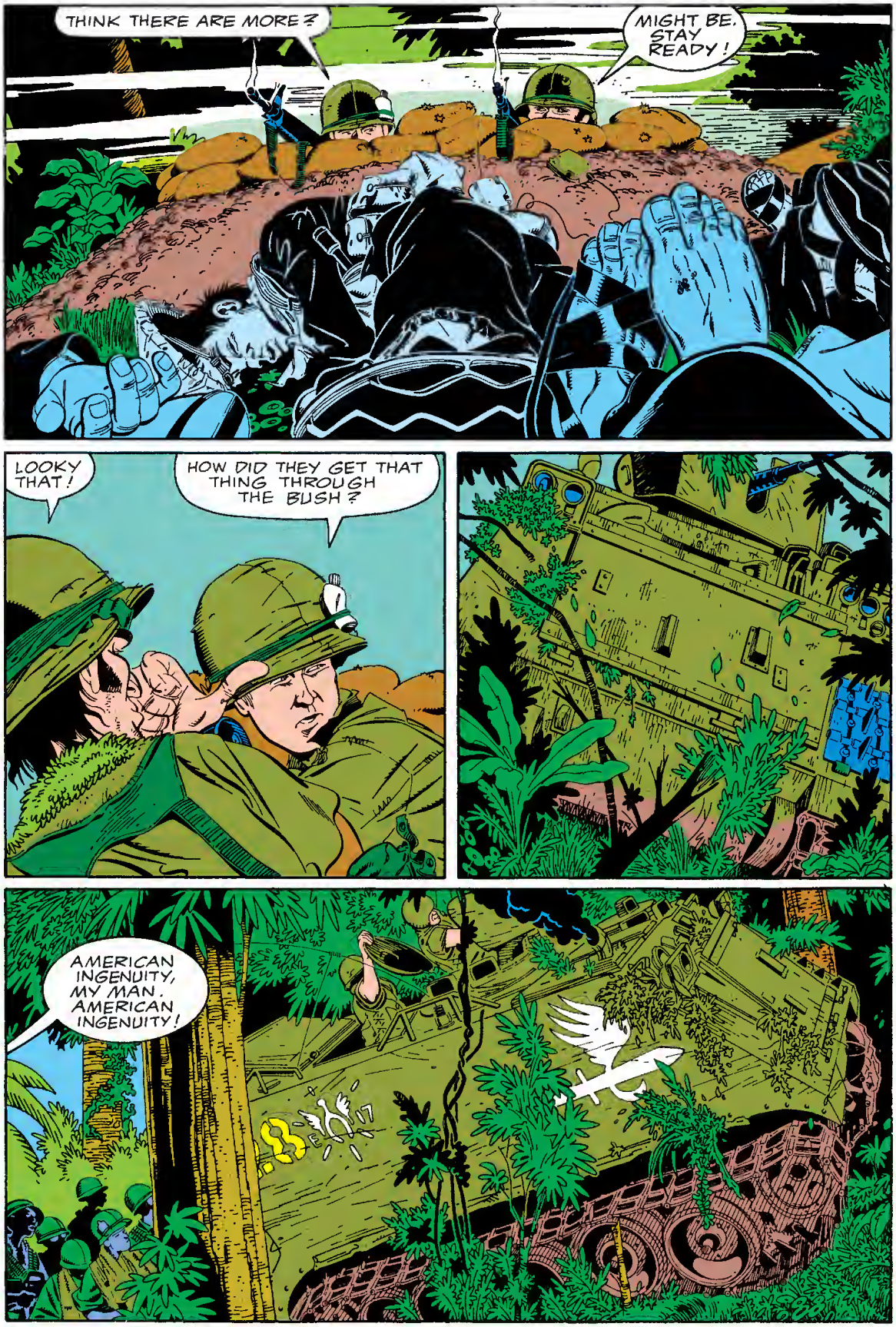

GET HIM BACK TO THE STAGING AREA ASAP! TREES ARE TOO BIG FOR A DUSTOFF!
GIVE ME THE RADIO...
TAKE A REST, ED! THAT BARRAGE'LL COVER US!
SNIPER! HEADS UP!
DOWN, MIKE! GET DOWN!
HOLY SH... !

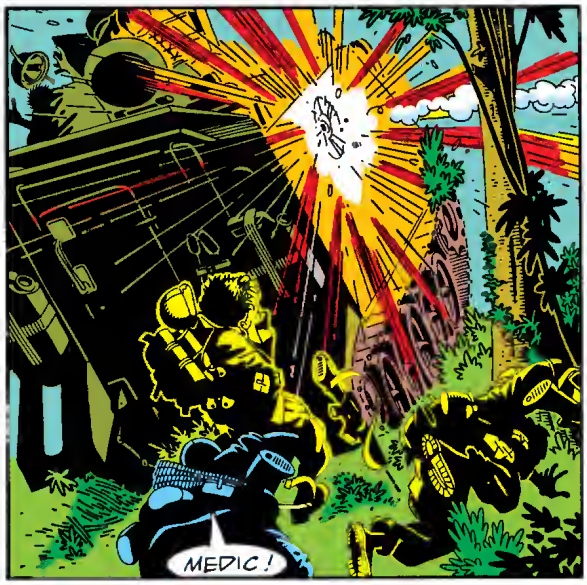

A FEW ANXIOUS MOMENTS LATER...
RAMNARAIN! I THOUGHT I SENT YOU BACK WITH SANTOS AND MILLS!
YOU DID. BUT I HEARD ALL THE NOISE AND FIGURED YOU COULD USE A HAND. LOOKS LIKE I WAS RIGHT!
HOLD FIRE! I SAY AGAIN, HOLD FIRE!
ALRIGHT, RAMNARAIN! WE'LL TALK ABOUT THIS LATER! FOR NOW, YOU TAKE THE POINT AND LET'S GET MOVING!
CRIPES, MIKE! THAT WAS REALLY CLOSE!
OH, I DON'T KNOW...

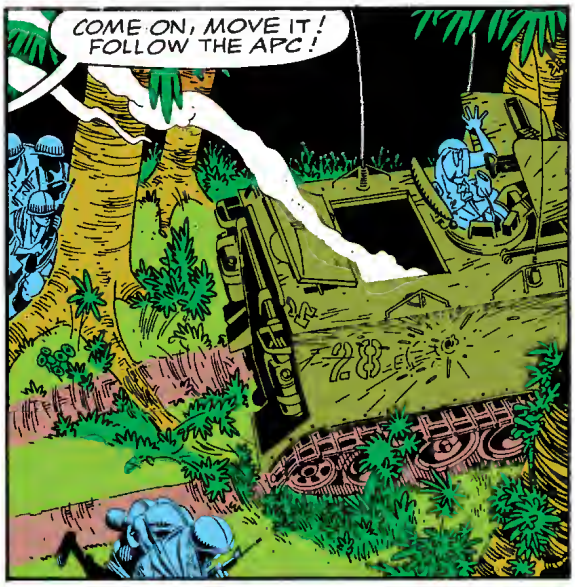

WATCH IT NOW, THERE'S A PLATOON FROM THE 196TH ON OUR RIGHT FLANK. AND AIRBORNE GUYS FROM THE 173RD ON OUR LEFT. TRY NOT TO GET TOO TRIGGER-HAPPY, EH?
SO MIKE, STILL WANT TO EXTEND?
SURE THING, ED! I MEAN, IT CAN'T GET ANY WORSE, CAN IT? YOU TAKE FIRST WATCH, I'LL CATCH SOME Z'S!
LATER THAT NIGHT...
WHAT THE...
UP, MIKE! SOMETHIN'S GOING DOWN!

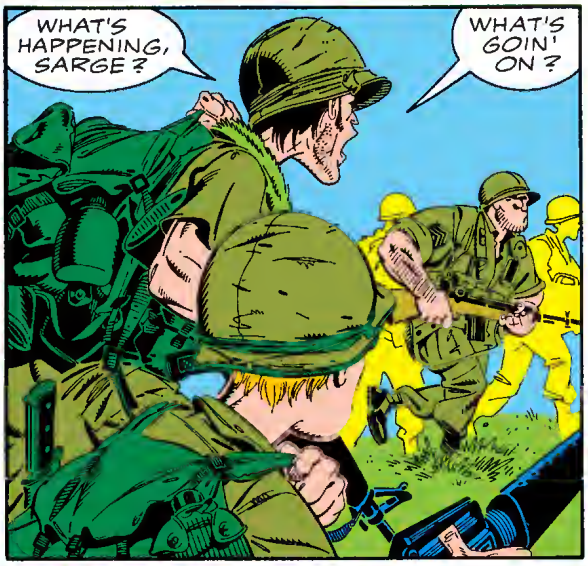

WHAT DID YOU SEE?
THOSE ARE TRIP FLARES! SOMETHING IS MOVING OUT THERE!
AN ENDLESS TIME LATER...
GUESS IT'S A FALSE ALARM, ED! WHY DON'T YOU GRAB SOME Z'S WHILE YOU CAN.
NO! NO! NO!


FOR PITY'S SAKE, ED! WAKE UP!
WHO! WHAT!
CAREFUL! MAN, YOU'VE BEEN SHOUTING IN YOUR SLEEP! LOUD ENOUGH TO WAKE THE DEAD!
SORRY! JUST A NIGHTMARE! IT WAS SO REAL...
JUST THEN...
SOMETHING'S GOT TO BE DOING THAT!
HOLY! HERE THEY COME!
HOLD THEM HERE! I'LL CALL FOR HELP!

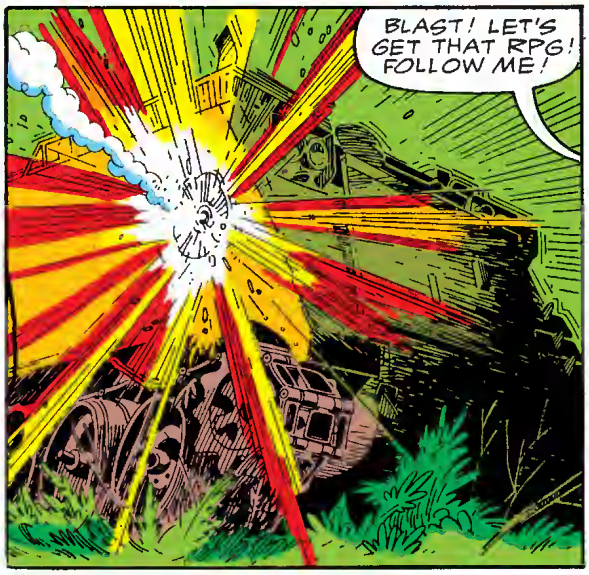

THINK THERE ARE MORE?
MIGHT BE. STAY READY!
LOOKY THAT!
HOW DID THEY GET THAT THING THROUGH THE BUSH?
AMERICAN INGENUITY, MY MAN. AMERICAN INGENUITY!

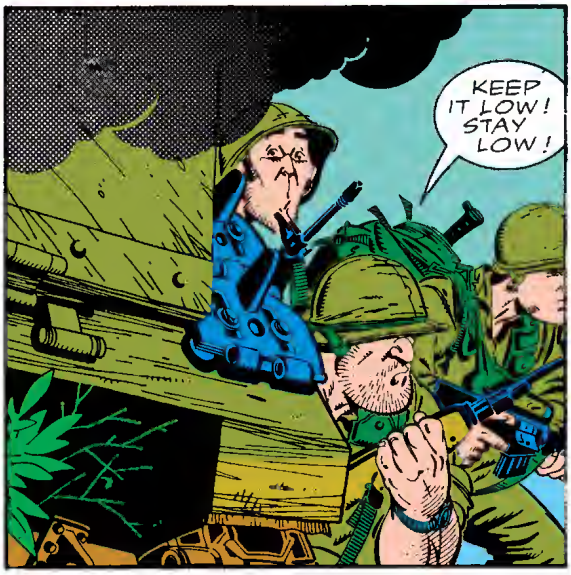

MEDIC!

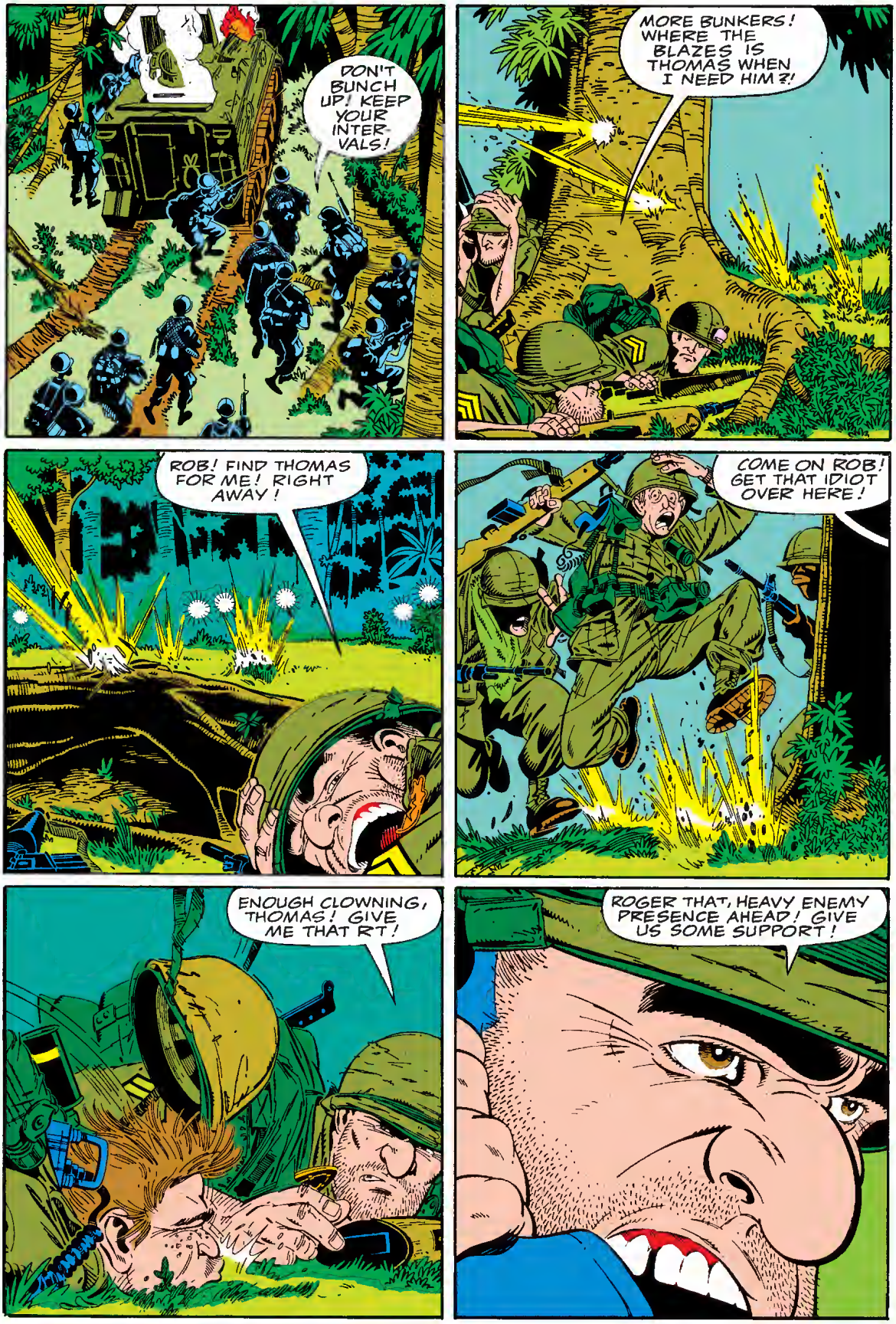

COME ON, MOVE IT! FOLLOW THE APC!


WHAT'S HAPPENING, SARGE?
WHAT'S GOIN' ON?


WE'RE NOT SURE YET! WE DO KNOW THAT THIS AREA IS JUST A BEEHIVE OF ENEMY ACTIVITY. STAY WITH ME FOR NOW, WHEN I KNOW MORE, YOU'LL KNOW MORE!


BLAST! LET'S GET THAT RPG! FOLLOW ME!


KEEP IT LOW! STAY LOW!

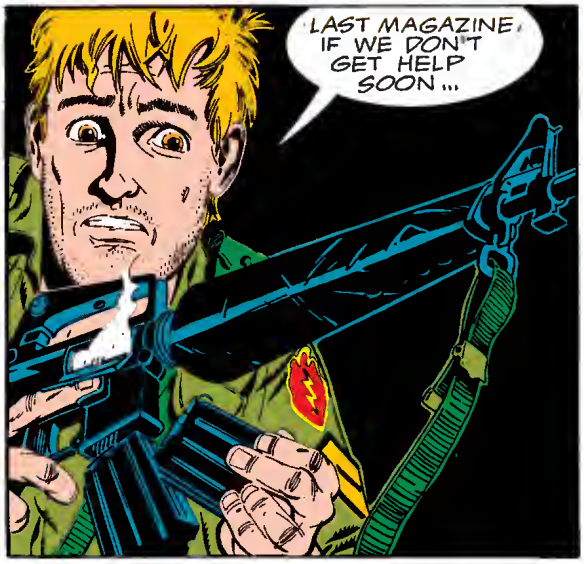

DON'T BUNCH UP! KEEP YOUR INTER-VALS!
MORE BUNKERS! WHERE THE BLAZES IS THOMAS WHEN I NEED HIM?!
ROB! FIND THOMAS FOR ME! RIGHT AWAY!
COME ON ROB! GET THAT IDIOT OVER HERE!
ENOUGH CLOWNING, THOMAS! GIVE ME THAT RT!
ROGER THAT, HEAVY ENEMY PRESENCE AHEAD! GIVE US SOME SUPPORT!


PULL BACK! PULL BACK TO BEHIND THE APC!
A FEW MINUTES LATER...
ANY MINUTE NOW!
FAST MOVERS! COMING OUR WAY!
ALL RIGHT, KEEP YOUR HEADS DOWN NOW!


THAT NIGHT...
SO THAT'S THE STORY. SEEMS WE BLUNDERED ONTO THE VC COMMAND POST FOR THE WHOLE AREA. AND THEY'RE DETERMINED TO HOLD.
FIGURES! MOST OF THE TIME THEY RUN LIKE RABBITS! NOW THEY'RE TRYING TO HOLD! WHAT A CRAZY COUNTRY!
28
GUYS, I THINK THERE'S SOMETHING MOVING...
HOLY...
GET OUT! NOW! GET SOME COVER!


HERE THEY COME!
KEEP POURING IT ON!
MIKE, LOOK OUT!
THEY'RE ALL OVER THE PLACE!
HOW MANY ARE THERE!?




LAST MAGAZINE. IF WE DON'T GET HELP SOON...


JUST IN TIME!


YOU ALL RIGHT?


I GUESS SO! BUT THAT WAS A NEAR THING!


HECK OF A NIGHT!
YOU CAN SAY THAT AGAIN!
YEAH, BUT WE MADE IT AGAIN! LIKE I SAID, I EXTEND FOR A FEW MONTHS HERE AND I'M OUT OF THE ARMY!
YEAH, BUT...
MIKE!
MEDIC! MEDIC, HERE! QUICK!
MIKE!


MIKE! OH MIKE!
HA! MISSED ME CHARLIE!
26 October, 1966
Mr. and Mrs. Michael Albergo, Sr.,
It is my sad duty to inform you
that your son Michael was killed in
action on the 15th of October, this
year. I was Michael's platoon leader
for the past 9 months and I want to
assure you that Michael was a fine
who gave his life in the best
the United States Army.
in an action in
Tayninh
had

Larry Hama
Editor
Pat Redding
Assistant Editor

INCOMING

c/o Marvel Comics
387 Park Ave South
New York,N.Y 10016

Dear Doug and Mike;

A quick letter provoked by the one in NAM #6 from John Evans Jr. and your reply to it. Both of you are partly right and partly incorrect.

From Stanton's "Vietnam Order of Battle":

4/23, that is, the 4th Battalion of the 23rd Regiment, Infantry (Mechanized) was withdrawn from the 172nd Brigade in Alaska, January 22, 1966 and arrived in vietnam April 29, 1966 via Hawaii. Until it left Vietnam, December 6, 1970, 4/23 was a component of the 1st Brigade, 25th Infantry Division. So please, don't go changing unit patches.

The 23rd Infantry *Division* was organized in country on Sept. 25, 1967 incorporating the elements of Task Force Oregon. I never heard of it referred to as the 23rd and am surprised Mr. Evans does so. It was known as the Americal Division, and after the middle of 1969, the Amerikill, Americalley, and, I suspect, other epithets. I heard these from people who had been with the division.

I've seen several numbers of THE 'NAM, the details are hauntingly authentic, but I don't get much of the feel of madness that *that* war in particular had. I hope you'll punch it up a few levels.

Peter Fisher
Portland, Me.

Mr. Fisher:

First off, thanks a lot for that clear description. I screwad up royally in my own letter reply back in #6. Despite what others may think I really do know the difference between a regiment and a division. Unfortunately, I misreferenced my own "Order of Battle" and didn't recheck before publication. For all of you that have written, mea culpa—it's all my fault and I'll try to get it right in the future. While I'm at it, for those of you who have written about the claymores, they really did have all the different nasty loads I described, but not all were issued and used in the RVN. Sorry about the misconception.—Doug.

Gentlemen,

When I first saw your comic, THE 'NAM, I thought it was going to be dull. I was wrong. I have issues 1, 2, 3, 4, and 6. Don't worry, I'll get the second print of #5. We (my brother and I) think that it was an excellent idea to bring 'NAM NOTES up. It sure explains a lot of things we don't understand.

THE 'NAM as an eight-year limited series was a good idea . . . you guys are going to make a fortune! Now, the questions:

1) Are you going to show Doug Murray in this wonderful (but violent) comic book?

2) Do you use real names for the characters?

3) Who came up with the idea for THE 'NAM?

Well, until Reagan goes back in time and changes the 'NAM so we would've won, MAKE MINE MARVEL!

Jim Zeld
809 Connell Ave.
Yeadon, Pa. 19050

Jim:

#1—Probably not.

#2—Yes, I use real names for all the characters. Some are the names of real grunts from the 'Nam, some the names of friends and people I work with. I think it makes things more realistic.

#3—Several people, including Jim Shooter, Larry Hama, and myself.

Dear Doug Murray,

It's about time!! Marvel comics has finally brought out a good book to read. I had stopped reading Marvel books because they had gotten boring (except for STRIKEFORCE: MORITURI).

I'm a Canadian. I've heard so much about the 'Nam, I've read books and seen movies, but I've never really understood what happened there. THE 'NAM may not all be real, but it's close enough.

Thank you, Doug and Mike, for giving me, a guided tour of 'Nam. I'll be there for 90 more issues.

Tom Fitzpatrick
6 Carlyle Crescent
Winnipeg, Manitoba
R3K 0H4 Canada

P.S. I still think Top should've gotten fragged.

Dear Larry,

I may be the only girl who has written in. about the great comic you've got. I get your book every month, along with G.I. JOE. I think this mag is outta sight. I think Doug Murray is a great writer. The whole crew is outstanding! I don't know if I was born when the war was going on, but I know a few things about it. What I look forward to in every issue is the 'NAM NOTES. I just love the way GI's slanged up and made up words like they did. I hope there will never be a war as hard or as long as Vietnam (or any war for that matter). I am going into the U.S. Marine Corps in three years. I wish I knew how to prepare myself for boot camp. I know it will be rough. If there is anybody out there who wants to write me, I sure would like to hear from them.

Stacy Guin
Rt 3 Box 2
Northport, ALA. 35476

P.S. As for that funny GI called Mike, I sure hope he knows how to keep his tail out of the gunfire. I think he's weird!

To the NAM TEAM:

Congratulations on a very successful title. Allow me to commend you on the art, the emotion, and the degree of realism.

The team of Golden and Beatty offers an excellent mix of caricature and realism. Example, in NAM #5, Sgt. Polkow's hands are about half a size larger than his feet. And the expression on Top's face at the end is priceless.

On the other hand, the close-ups of Sgt. Little's reaction to the mutilated bodies, and the tight shot on Sgt. Hale's eyes two pages later, offer examples of the expressive realism not only of the art, but of the title overall.

Another noteworthy panel is the top of page three, where everyone is kidding Marks for his language right after he *shot* a Viet Cong guerrilla. It neatly exemplifies how commonplace killing and death are by showing how easily the soldiers could joke around in its very presence! An excellent set of panels, you should be very proud!

Keep up the excellent quality, and I'll follow you through the whole campaign.

Aki A. Kiriyama
527 Archwood Pl.
Altadena, CA 91001

Dear Mr. Golden & Platoon:

Please take into consideration that some of us Canadians have some love for the Red, White and Blues of THE 'NAM. I think it is the greatest comic in the world. I do read G.I. JOE, but hey, they think war is like Punky Brewster! I would like to know how Lonnie is doing (issue #3). **(Just fine—Doug)**

I really enjoyed issues #1–5 and 6 was even better!

I am glad that Top got what he deserved. The comic is supposed to be real, so were there really guys like Top? **(Definitely—Doug)**

Thanks again for the greatest war comic ever.

A fan of Ed Marks:
Jeff Peters
31 Dalewood Cres.
Hamilton, Ont.
Canada L84-485

'NAM NOTES

Okay troops, another bunch of words for you. Some you've seen, some are new. Long one this time, so pay close attention:

APC—Armored personnel carrier, a sort of tank minus the cannon to protect troops in the field.

CATCH SOME 'Z's—Get some sleep.

DINKS—Also slants, gooks, etc. A derogatory term for Asian locals.

DUSTOFF—A hurried chopper pickup of personnel. Usually done for wounded or trapped troops.

EXTEND—Extend your tour of duty. Take more time in the 'Nam in exchange for some other benefit down the road, usually an early out from the Army.

FAST MOVERS—Jet aircraft. Usually F-4's.

HATTIN' OUT—Moving out, picking up your 'hat' (equipment) and going.

KLICK—A kilometer.

L.A.W. (or LAW)—Light Antitank Weapon. A little disposable shoulder-fired missile originally intended for tanks, but used throughout the 'Nam as a sort of all-purpose weapon to knock down bunkers, houses, enemy strongpoints, etc.

POOP—The word, an explanation of what's going on.

REUP NCO—The non-commissioned officer (usually a sergeant) who had the unpleasant duty of trying to get men to reenlist in the army. A tough job in a combat zone.

RPG—Rocket Propelled Grenade. The communist version of our LAW.

RT—Radio Telephone. The communications medium to base and other commands.

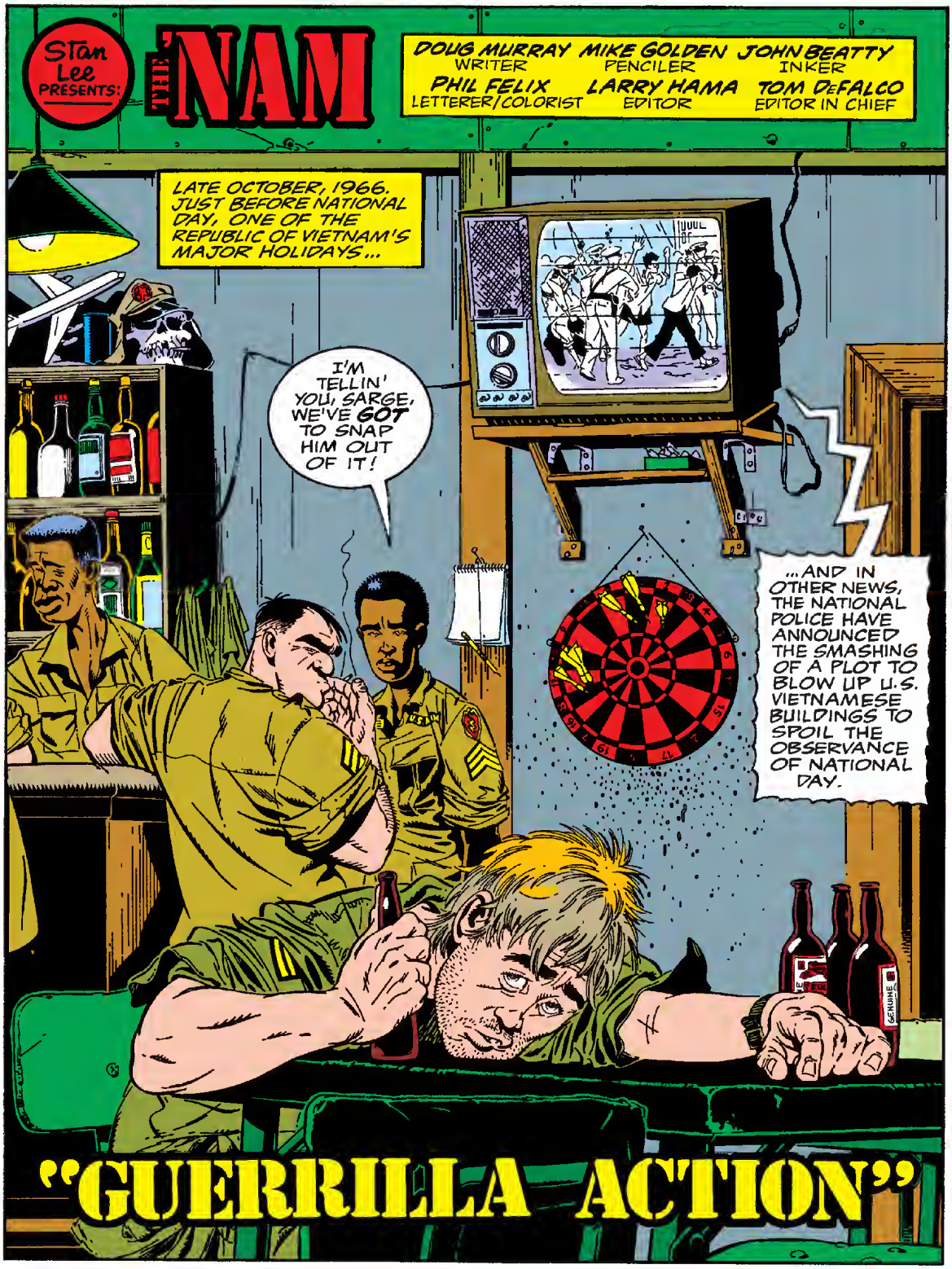
SHORT—The soldier's dream. Down to a relatively small number of days before leaving the 'Nam (or the army).

SLICK—Chopper.

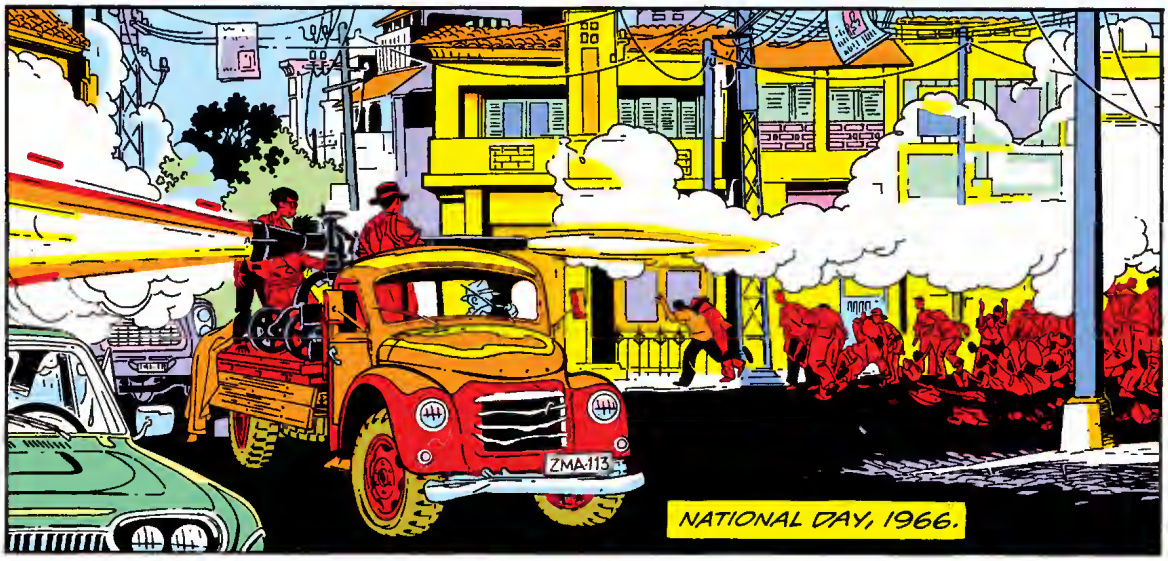
STARS AND STRIPES—The in-house, military newspaper. Available every morning, everywhere in the military.

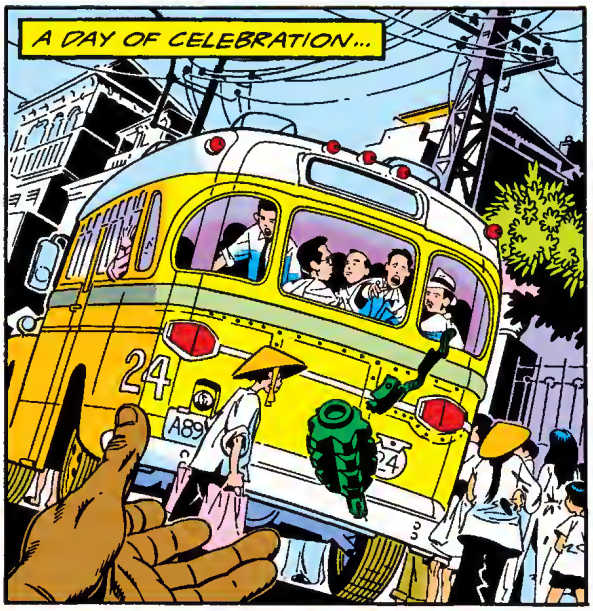
TRIP FLARES—Flares set up with trip wires so anyone trying to creep up on an established position would 'trip' the wires and advertise his presence and position.

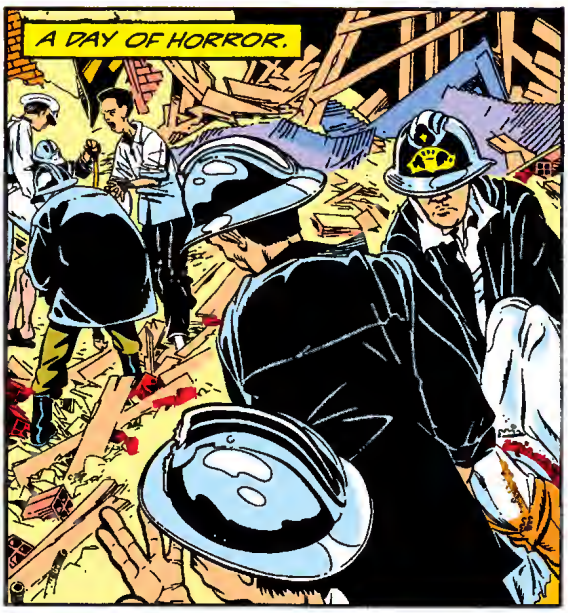

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THE 'NAM
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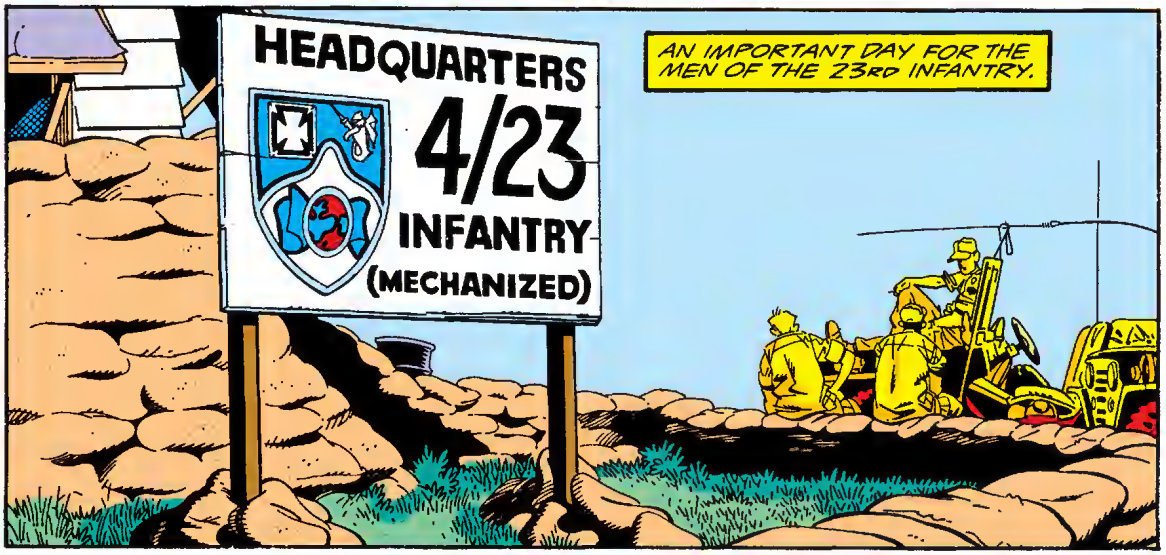


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ZMA-113
NATIONAL DAY, 1966.


A DAY OF CELEBRATION...
24
A89
24


A DAY OF HORROR.

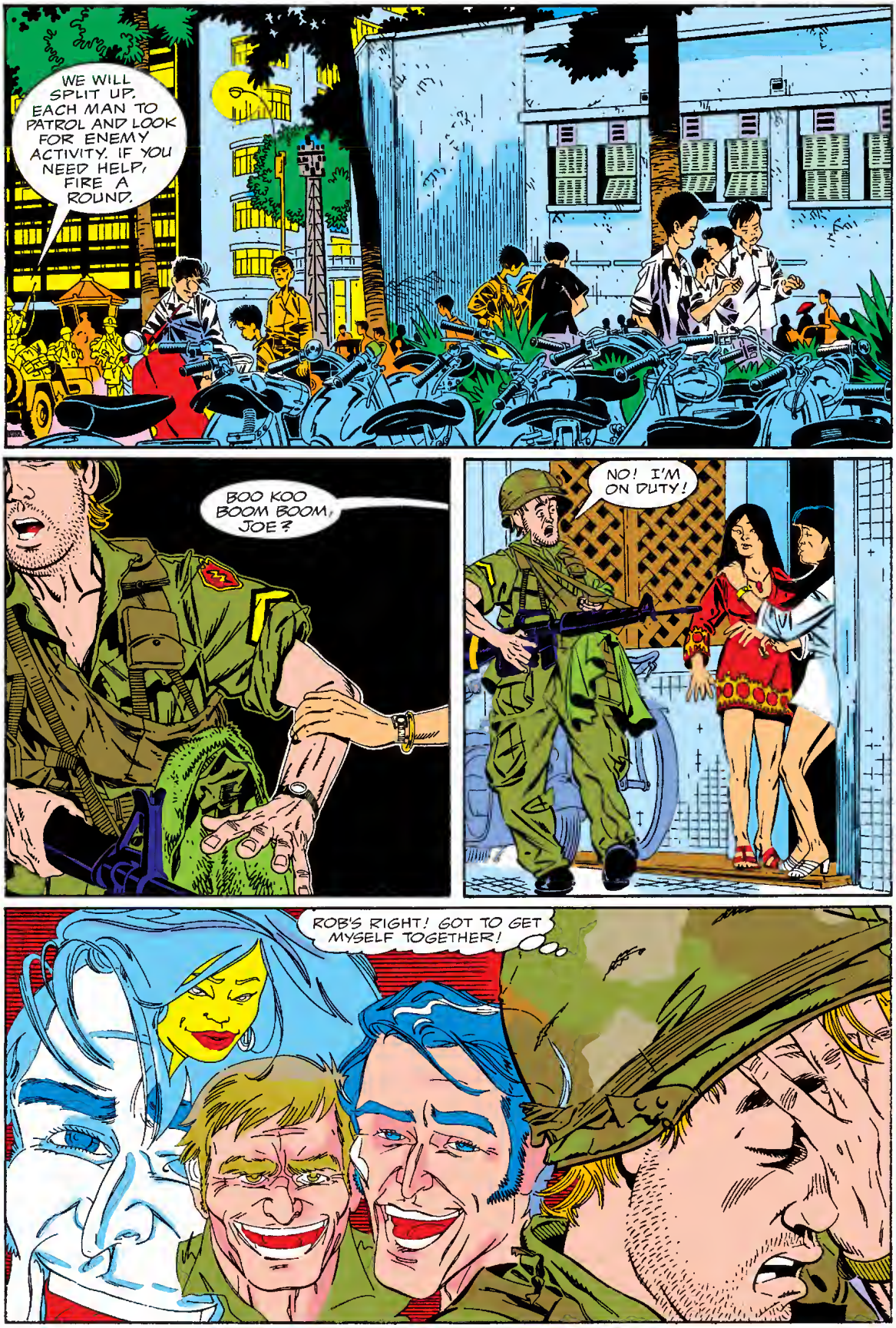

HEADQUARTERS
4/23
INFANTRY
(MECHANIZED)
AN IMPORTANT DAY FOR THE MEN OF THE 23RD INFANTRY.


AND THAT'S THE STORY, GENTLEMEN. YOUR MEN WILL ASSIST THE ARVN RANGERS IN THEIR DEFENSE OF THE CITY.
LAIRD
U.S. ARMY
I DON'T NEED TO TELL YOU HOW IMPORTANT THIS IS. THE PEOPLE OF SAIGON MUST FEEL SAFE! AND MUST BE CERTAIN THAT WE CAN GUARANTEE THEIR SAFETY!
HEADQUARTERS WILL ALERT YOU WHEN THE ARVN TROOPS ARE READY TO TAKE OVER ON THEIR OWN. UNTIL THEN, IT'S YOUR BABY, GENTLEMEN!
STEPHENS
BERUSCH-- GO GET SGT. POLKOW.
ARTERS
4/23
NFANTRY
ECHANIZED)
SO THAT'S IT. YOU GUYS ARE THE GUINEA PIGS.
POLKO
U.S.ARMY
KICKOFF IS TOMORROW AT 06 00 HOURS. BE READY.

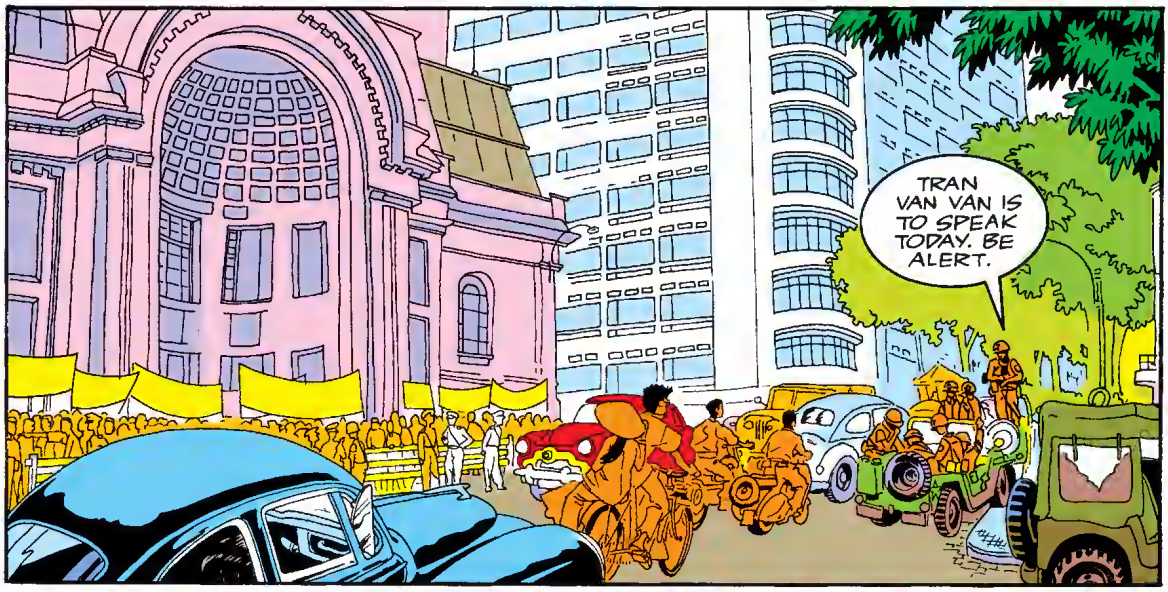

JUST TIME TO GET TO THE P.X. ...
MIND IF I JOIN YOU, ED?
EH? OH, SURE, WHY NOT?
YOU CAN'T KEEP THIS UP, ED! YOU CAN'T!
STAY OUT OF IT, ROB! IT'S NONE OF YOUR BUSINESS!
YES IT IS! HE WAS MY FRIEND, TOO! AND YOU ARE MY FRIEND!

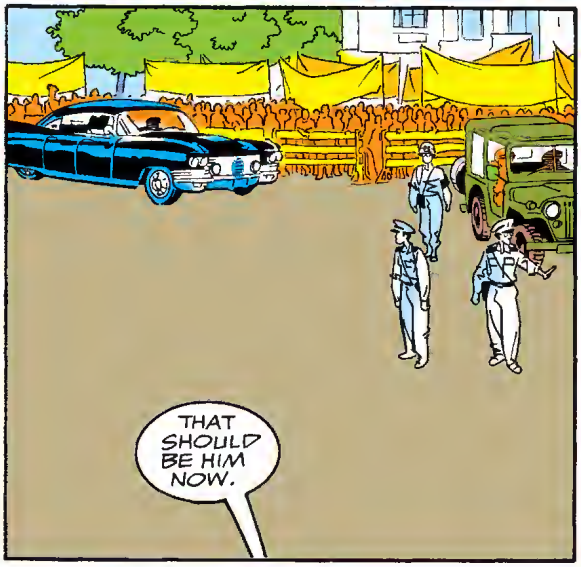

BLAST IT, ED! YOU'VE BEEN LETTING THIS EAT YOU UP FOR WEEKS! YOU CAN'T GO ON LIKE THIS, MIKE WOULDN'T HAVE WANTED IT THAT WAY!
JUST LEAVE ME ALONE, LEAVE ME ALONE.
ALL RIGHT! I'LL LEAVE YOU ALONE! GO GET DRUNK, THEN TOMORROW YOU CAN GET YOURSELF KILLED! THAT'D MAKE MIKE REAL HAPPY, WOULDN'T IT!?
THE NEXT MORNING...
ALL RIGHT, WE BREAK INTO FOUR MAN GROUPS, TWO ON WITH THE ARVN, TWO OFF BACK HERE. EACH GROUP TO HAVE A JEEP. MARKS, YOU GO WITH RAMNARAIN, SANTOS WITH WARREN...
US ARMY

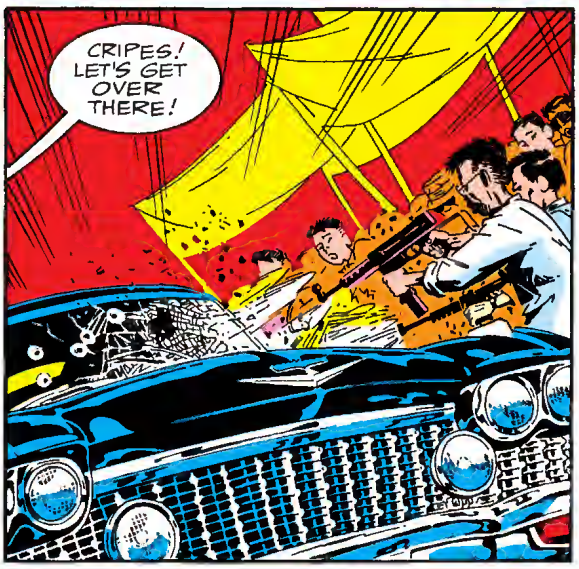

LOOKS QUIET HERE, LET'S CHECK THE ASSEMBLY AREA.
US ARMY PATROL
SGT. OANH, DO YOU REALLY THINK THERE'LL BE TROUBLE?
OF COURSE THERE WILL BE TROUBLE! THAT IS WHY WE ARE HERE!
DON'T WORRY, MARKS! JUST KEEP YOUR HEAD DOWN AND FOLLOW MY LEAD. IT'LL BE ALL RIGHT...
JUST STAY OUT OF MY WAY, RAMNARAIN! I'M NO FREAKIN' GREENIE!
TP-25

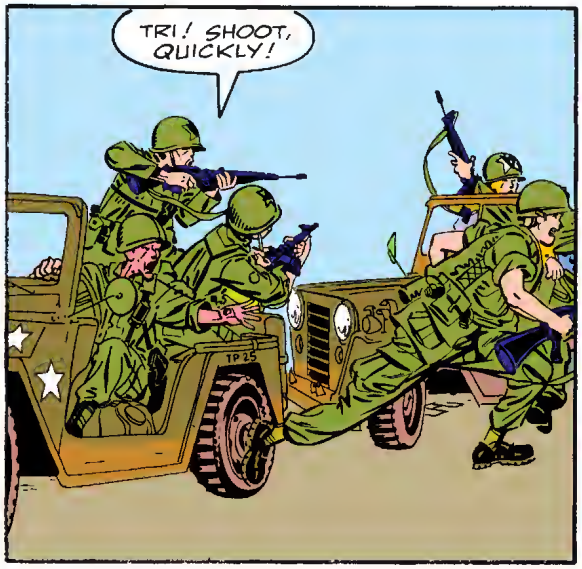

WE WILL SPLIT UP. EACH MAN TO PATROL AND LOOK FOR ENEMY ACTIVITY. IF YOU NEED HELP, FIRE A ROUND.
BOO KOO BOOM BOOM, JOE?
NO! I'M ON DUTY!
ROB'S RIGHT! GOT TO GET MYSELF TOGETHER!

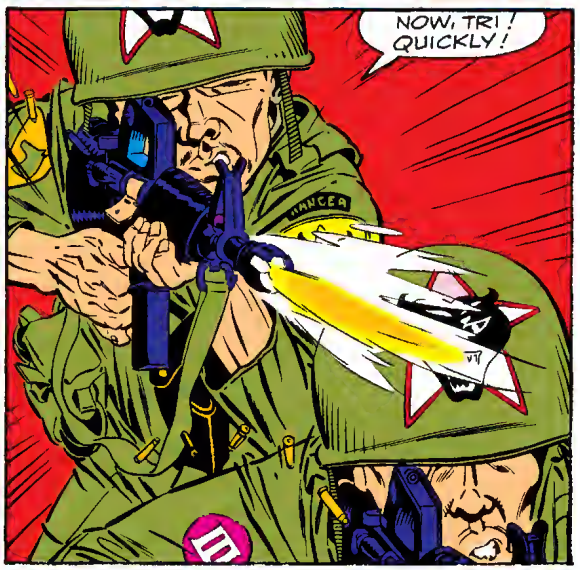

WHAT THE??
HEY MAN! WHAT'S HAPPENING?
WHAT ARE YOU UP TO, RAMNARAIN?
WHY NOTHING, NOTHING AT ALL, JUST TRYIN' TO MAKE TITI P.
HOW ARE YOU MAKING P? YOU'RE SUPPOSED TO BE ON DUTY.
HEY MAN, IT'S A SMALL COUNTRY. AND THERE'S A LOT OF AMERICAN BUCKS FLOATING AROUND, KNOW WHAT I MEAN?

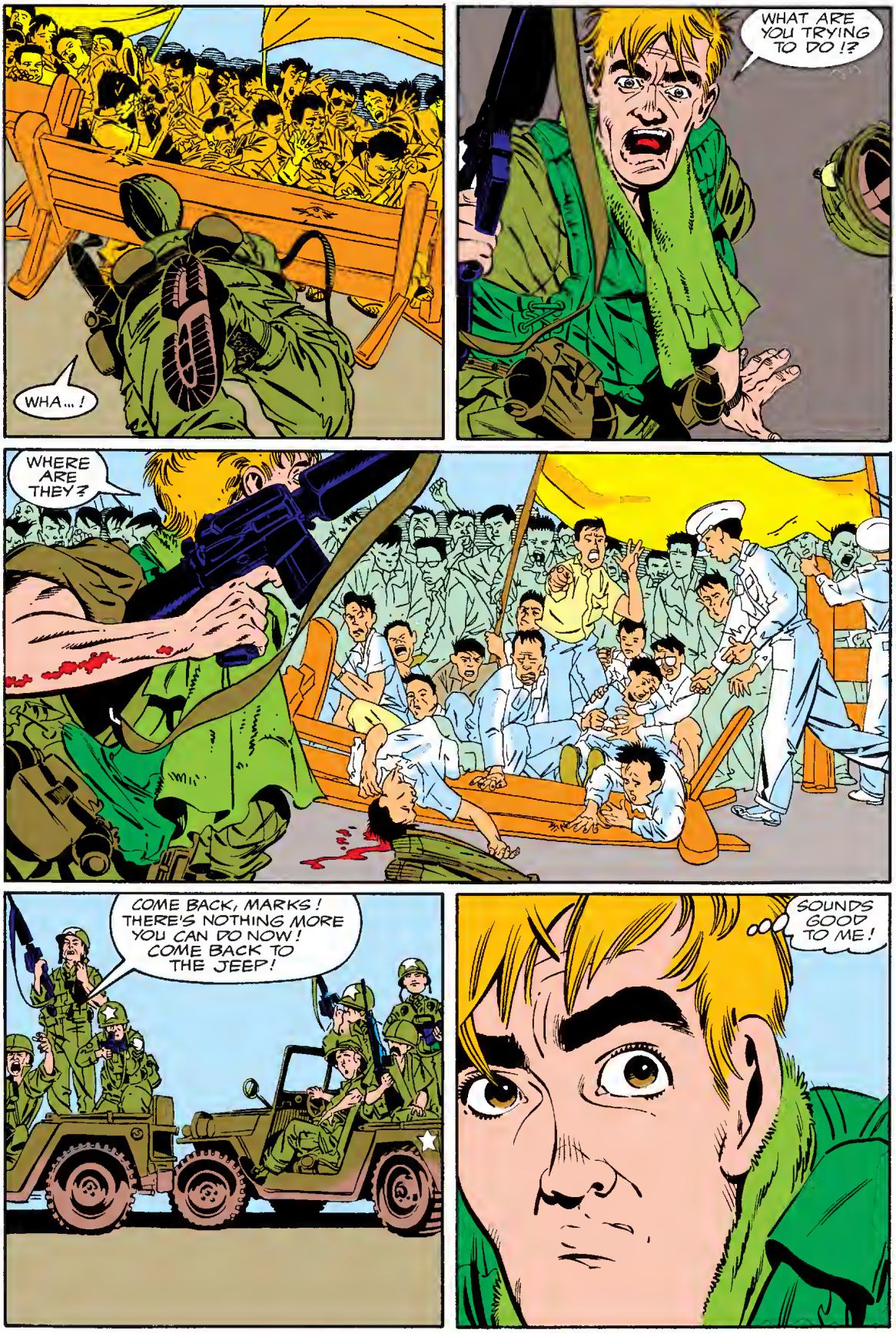

TRAN VAN VAN IS TO SPEAK TODAY. BE ALERT.

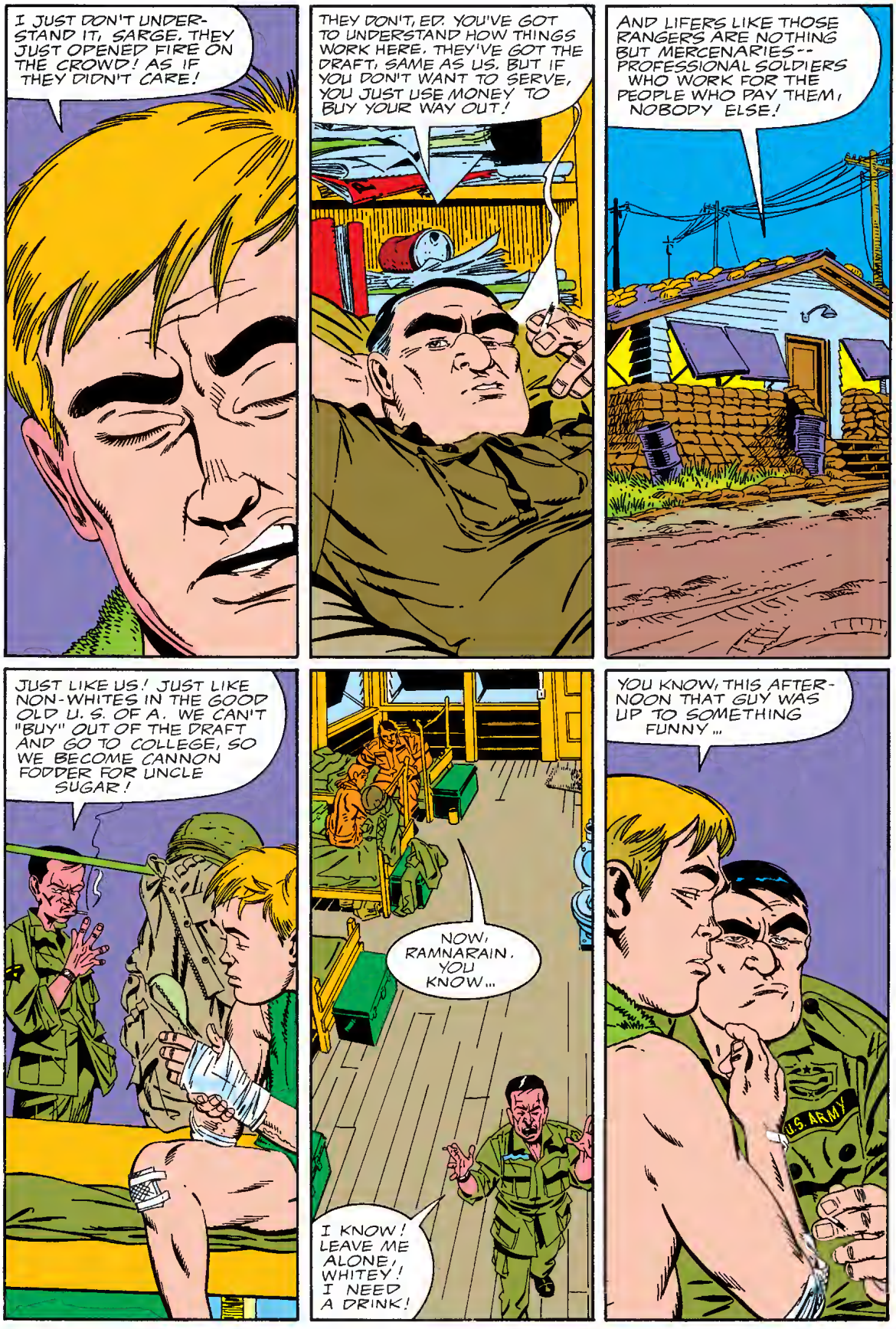

THAT SHOULD BE HIM NOW.


CRIPES! LET'S GET OVER THERE!


TRI! SHOOT, QUICKLY!

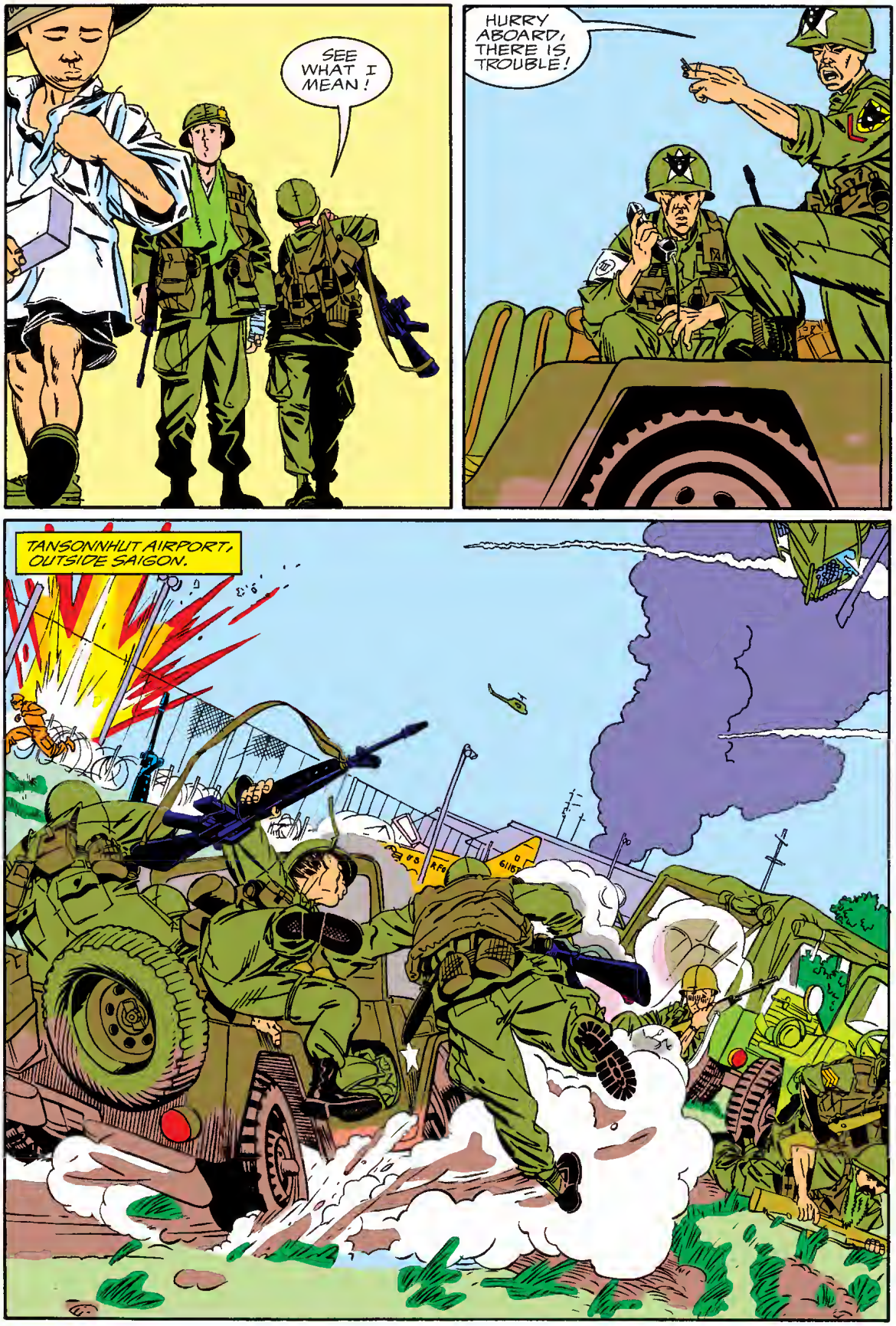

NOW, TRI! QUICKLY!


WHA...!
WHAT ARE YOU TRYING TO DO!?
WHERE ARE THEY?
COME BACK, MARKS! THERE'S NOTHING MORE YOU CAN DO NOW! COME BACK TO THE JEEP!
SOUNDS GOOD TO ME!


I JUST DON'T UNDERSTAND IT, SARGE. THEY JUST OPENED FIRE ON THE CROWD! AS IF THEY DIDN'T CARE!
THEY DON'T, ED. YOU'VE GOT TO UNDERSTAND HOW THINGS WORK HERE. THEY'VE GOT THE DRAFT, SAME AS US. BUT IF YOU DON'T WANT TO SERVE, YOU JUST USE MONEY TO BUY YOUR WAY OUT!
AND LIFERS LIKE THOSE RANGERS ARE NOTHING BUT MERCENARIES-- PROFESSIONAL SOLDIERS WHO WORK FOR THE PEOPLE WHO PAY THEM, NOBODY ELSE!
JUST LIKE US! JUST LIKE NON-WHITES IN THE GOOD OLD U. S. OF A. WE CAN'T "BUY" OUT OF THE DRAFT AND GO TO COLLEGE, SO WE BECOME CANNON FODDER FOR UNCLE SUGAR!
NOW, RAMNARAIN. YOU KNOW...
I KNOW! LEAVE ME ALONE, WHITEY! I NEED A DRINK!
YOU KNOW, THIS AFTERNOON THAT GUY WAS UP TO SOMETHING FUNNY...
U.S. ARMY


WELL, AT LEAST THEY CAUGHT THOSE TWO!
THEY SAY THEY DID!
HERE, SON. TRY THIS.
THAT'LL BRING ABOUT 50 P ON THE BLACK MARKET.
WHAT D'YA MEAN?
YOU CAN'T BE THAT STUPID! MONEY MAKES THIS PLACE RUN! OUR MONEY! WE BUY, THEY USE THE MONEY! WE GIVE, THEY SELL FOR MORE MONEY! THEIR WHOLE ECONOMY IS BUILT ON AMERICANS IN THE WAR!
THAT CAN'T BE RIGHT.

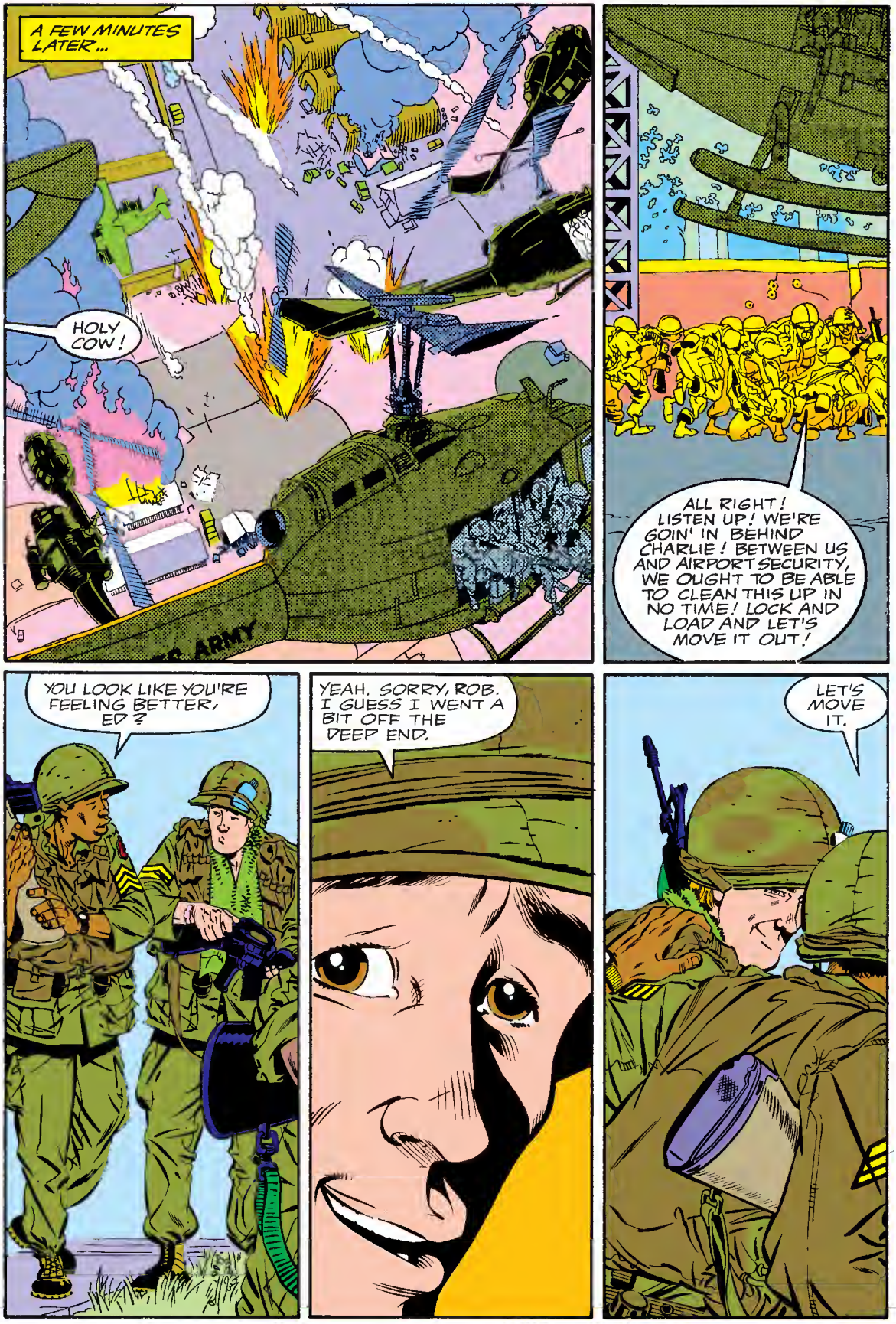

HEY JOE, GOT ANY CIGARETTES? CHOCOLATE? WANT SOME BOOM BOOM? SOME WEED?
HEY JOE, YOU CRAZY? C'MON. I GOT A SISTER!
HERE YOU GO, KID. ONLY 5000 P.
LUCKY STRIKE
CIGARETTES
WHO YOU KIDDING, JOE. I GIVE YOU 1000 P.
3200! TAKE IT OR LEAVE IT!
2500, AND NO MORE!
OKAY KID, YOU GOT A DEAL!


SEE WHAT I MEAN!
HURRY ABOARD, THERE IS TROUBLE!
TANSONNHUT AIRPORT, OUTSIDE SAIGON.


WHAT'S UP, ROB?
CRIPES!
DW-21
THIS WAY, TO THE BUNKERS!
NOW WHAT?
NOW WE GET TO SHOOT BACK!


DON'T LOOK FOR A TARGET! JUST SHOOT, KEEP THEIR HEADS DOWN!
SOMETIME LATER...
YOU KNOW, I HAVEN'T SEEN A MORTAR SHOT IN A HALF-HOUR!
ME NEITHER, BUT WE SHOOT TILL WE HEAR THE ALL CLEAR!
THERE'S THE ALL CLEAR, NOW WE CAN STOP!
GATHER UP YOUR GEAR; WE'RE HEADING BACK TO BASE!

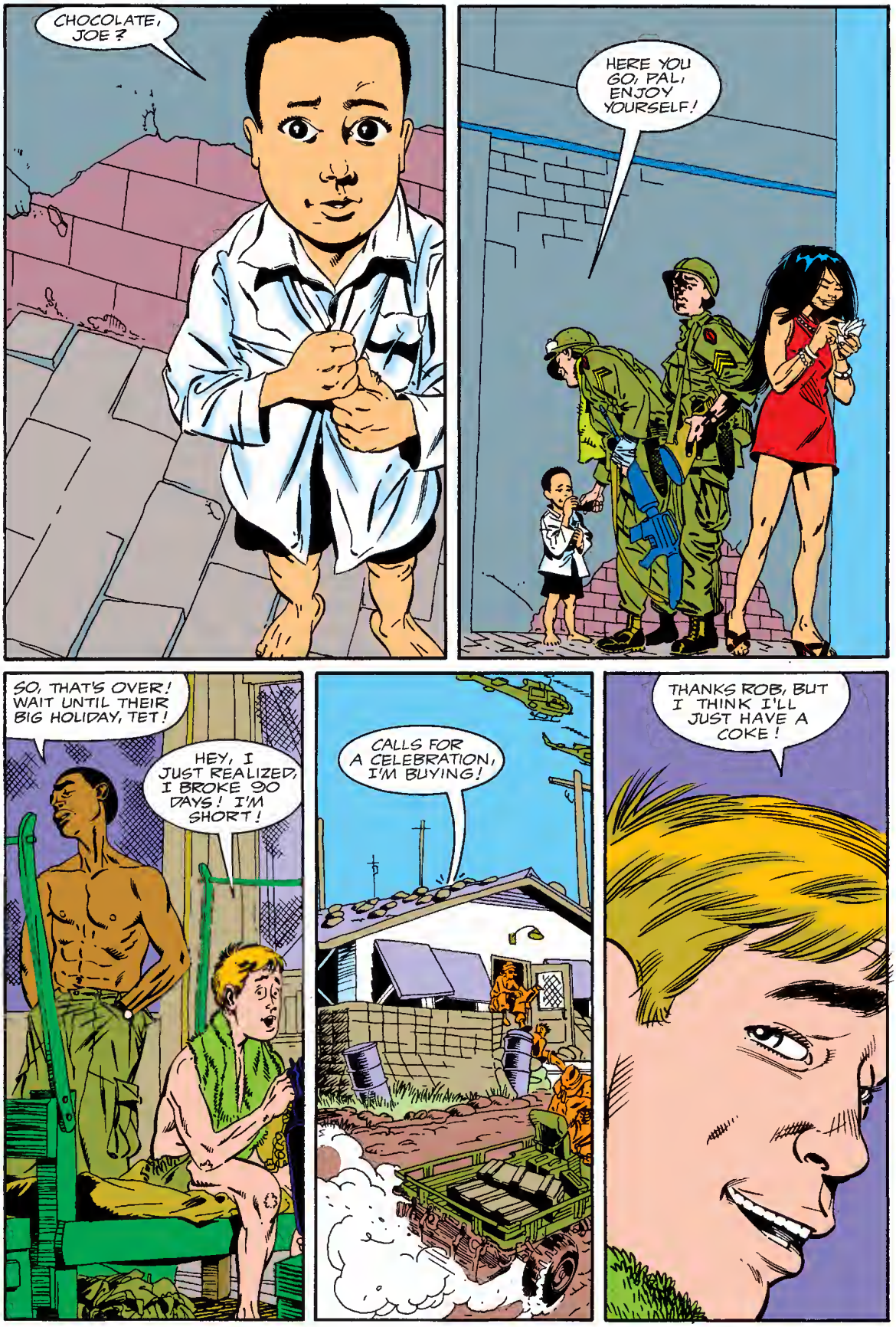

THAT NIGHT...
EVERYONE UP! WE'VE GOT AN ALERT!
WHERE'S RAMNARAIN?
I DON'T KNOW, SARGE.
U.S. AR
TLE
NO TIME TO LOOK FOR HIM NOW! LET'S MOVE IT!
WHERE IS HE? HIS GEAR IS GONE TOO!


A FEW MINUTES LATER...
HOLY COW!
ARMY
ALL RIGHT! LISTEN UP! WE'RE GOIN' IN BEHIND CHARLIE! BETWEEN US AND AIRPORT SECURITY, WE OUGHT TO BE ABLE TO CLEAN THIS UP IN NO TIME! LOCK AND LOAD AND LET'S MOVE IT OUT!
YOU LOOK LIKE YOU'RE FEELING BETTER, ED?
YEAH, SORRY, ROB. I GUESS I WENT A BIT OFF THE DEEP END.
LET'S MOVE IT.


SEVERAL HOURS LATER...
HE'S DEAD, ALL RIGHT!
LET'S SEE WHAT POLKOW WANTS TO DO.
ALL RIGHT, LET'S GET 'EM TOGETHER AND PULL 'EM OUT. IT'S ALL OVER HERE!
RANGER
ES ARMY
WHAT ABOUT RAMNARAIN?
WE'LL SEE WHEN WE GET BACK!


YEP, THERE HE IS!
RAMNARAIN!
... AND HE WAS "BUSY" SELLING HIS WARES. POLKOW IS GIVING HIM AN ARTICLE IS, SHOULD JUST ABOUT COVER WHAT HE MADE IN HIS LITTLE KILLING!
I KILL YOU! I GET YOU GOOD!
O.K. ED, YOU COVER ME!
FREEZE!


HE NO PAY ME! HE PROMISE!
I DIDN'T PROMISE NOTHIN'! DIDN'T DO NOTHIN' EITHER!
U.S. AIR FORCE
STUPID GOOK!
YOU...!
ED! YOU CAN'T DO THAT! IT'S A JOB FOR THE M.P.'S!
YEAH! YEAH, I KNOW. SORRY, ROB. I JUST... JUST HAD TOO MUCH, YOU KNOW?
YEAH, I KNOW!


CHOCOLATE, JOE?
HERE YOU GO, PAL, ENJOY YOURSELF!
SO, THAT'S OVER! WAIT UNTIL THEIR BIG HOLIDAY, TET!
HEY, I JUST REALIZED, I BROKE 90 DAYS! I'M SHORT!
CALLS FOR A CELEBRATION, I'M BUYING!
THANKS ROB, BUT I THINK I'LL JUST HAVE A COKE!

Larry Hama
Editor
Pat Redding
Assistant Editor

INCOMING

c/o Marvel Comics
387 Park Ave. South
New York, N.Y. 10016

Dear Doug and Mike,

After reading THE 'NAM #7, I felt strongly compelled to write this letter.

I'M BEGINNING TO UNDERSTAND!

I wasn't even a teenager yet, when I can remember sitting on the floor in the living room while my parents would listen to the casualty count given nightly by Walter Cronkite. I asked my dad if we were at war with someone (heck, it was only a few years earlier that I asked my older brother if the Pope was Catholic . . . what did I know?). Dad responded with a simple 'NO' and said nothing further.

As I grew older and Vietnam became more prevalent, I still didn't understand what was happening, much less why. It wasn't until I became a legitimate teenager, 13, when my big brother was drafted into the Marine Corps (yep, I *did* say drafted!). He had just quit the seminary and was about to enroll in college when it happened. My dad, a WWII veteran, wanted my brother to go to Canada, but my brother was the type that felt it was his destiny, not someone else's. All that was happening was beyond me.

Weeks later, my family drove from Kentucky to Parris Island to watch my brother graduate from basic. Not long after, we couldn't drive to where he was . . . 'NAM. All I can recall during this time of my life was the fear and worry that permeated throughout my family.

My 20 year old big brother was in Da Nang. Never heard of it, didn't have the foggiest idea where it was (except that it was supposed to be relatively safe). All I know is we received a weekly taped letter from there.

Sometimes, when my brother was assigned to tower duty, he and his buddy 'Peach,' would talk a letter to us on the recorder. You could hear the mortar in the background while Peach would report the distance in klicks over a radio. As the mortar got closer, Peach's voice pitched higher and my brother spoke into his recorder faster until suddenly, we'd hear a 'whoosh' then 'click'! A second or two went by on the tape then my brother's voice came on again and he would tell us that it was now a couple of hours later and he was back in his hooch.

While my brother was in 'Nam, friends at school began talking about the 'war (was it war *yet?*). I had just entered high school when I awakened to the demonstrations that had and were happening all over . . . the burning of the U.K. ROTC building . . . Kent State . . . I knew these things were talking place, but why?

I'm 30 years old now and I'm still learning what my brother, my friends' brothers and other brothers went through over there. I'm ashamed to say that it wasn't until I picked up THE 'NAM #1, that I really began to even care what happened and why.

I brought an extra copy of #6 and gave it to my brother to read. I'm even sharing the book with my niece and nephew, learning *with* them what their dad went through.

I commend you for such an excellent book, and I thank you for waking me up to a part of history I lived through but ignored. "Those who forget history are doomed to repeat it." With your help, maybe the generation after me won't be doomed to repeat the Vietnam experience. Maybe my generation and the one that served in 'Nam will prevent that from happening. In any case, a very special thanks . . . truly . . . from me and mine.

Sylvia L. Heisler
9223 Kings Canyon Dr.
Charlotte, NC 28210

Dear Sylvia:

Thank you! It's letters like yours that make all the work on this project seem worthwhile. Really. Our best to you, your family, and your brother. Keep on reading and thinking.

Dear Doug,

Last time I wrote, I commented that I thought the 'NAM was a bit lacking in historical background. After the 'GOOD OLD DAYS' story, this has been swiftly remedied. This was, really, essential information for anyone trying to understand the Vietnam War, impossible a task though this may be. As is shown in Duong's story (all the more so because it's based on truth), there were no goodies and baddies in the 'Nam, only a lot of victims, from the innocent women guillotined under French rule (how much suffering the British and French have to pay for!), through the 50,000 Americans who lost their lives, through the countless Vietnamese who died on both sides of each conflict, through the millions of Cambodians who are still suffering the consequences of the ongoing struggle. You would have thought that the one thing the nations of the world might have learned is to stop interfering in everybody's affairs — if only that were true.

I was very glad you included your little 'clip-on' on page 2, if only to point out that not everyone in Duong's position joined the American side. Also, it's clear that he regarded the U.S. forces as simply the lesser of many evils. Meanwhile, I don't know what Wayne Vansant does full-time, but comic artist would be a good job for him! His style was influenced by either Golden himself or Paul Smith, but he obviously has a lot of talent. Considering the number of bad artists employed in the business (especially in the fly-by-night titles), it would be appalling if someone like him couldn't find full-time work. Assuming he wanted it. I'd be pretty upset if Mike left the book, but you've got yourself a pretty decent fill-in artist.

There were so many good points about the story that it would take too long to go into them all. Suffice to say this was a detailed tale, and all the details were appreciated, whilst not appearing at all cramped. This just confirms that this book is a winner. Until next time, take care.

Malcolm Bourne
87 Greenfield Gardens
Cricklewood
London NW2 1HU
England

Gentlemen:

I was compelled to write this letter to commend you and Marvel for the storyline in THE 'NAM #7. Minority views are far from popular, and many times majority views are blind to true facts. It's freshing to see popular periodicals like THE 'NAM not after the commercial success formulas of most magazines, but after realism, conveying history based on truth and not stereotypes, After seeing many other media views of the VC as being inhuman, senseless, killing machines void of all feelings, it is good to see them portrayed as men, with families and defending what they thought was only theirs.

Past history and experience shows the VC's were not the only ones who were viewed as subhuman and cheap. Asians, who have lived in the states since the beginning of the nineteenth century, have also suffered. A human life does not have to be judged by skin color or creed to determine its worth, and your June issue showed it. I congratulate you on the success of your comic, and hope it is a small step to more factual media. Good journalism is never to be taken for granted.

Joseph Yi
8719 229th Pl. S.W.
Edmonds, Wa. 98020

Dear Larry and Pat:

I have just finished reading issue #7 of THE 'NAM, and think that it has been your best issue yet! I have been collecting comics since I was 8 (I'm now 14) and when I saw THE 'NAM #1 on the shelves, I thought: "Wow, just what Marvel needs, another war comic — Ho Hum!" I bought it anyway because it was a #1 and WOW! Was I surprised.

When I started reading #7 I thought that this would be a normal issue of THE 'NAM (which isn't really a normal comic). As I read on, I noticed how great the artwork was — and the story was superb! I often wondered about the roots of the V.C. and of the war itself, and all I have to say is Thanks! One reason I like THE 'NAM is that it is a real story, and shows characters' feelings, like Duong's in #7. That is probably the main reason I liked this issue so much. Will you ever do this again? I really hope so.

Jeff Daniels
27 Mcintosh Dr.
Wilbraham, MA 01095

Yes we will — keep an eye on future issues (like #15)!

'NAM NOTES

Okay, troopers, let's go over the tough ones in this issue and try to get you a better idea of what we were all talking about:

ARTICLE 15—Non-Judicial punishment, usually administered at a company level. A way of punishing troops without a court martial and permanent records.

ASSEMBLY AREA—Just what it says, a place where the headquarters group gathers the troops for a mission or pickup.

ARVN—Army of the Republic of Viet Nam. South Vietnamese soldiers.

BOO KOO—Bastardization of "Beaucoup" — a lot.

BOOM BOOM—A *very* close form of fraternization.

CANNON FODDER—Throwaway troops, used just for numbers.

CHARLIE—The Viet Cong. (Victor Charlie)

GREENIE—A new troop, a "green apple."

KICK OFF—The start of a mission.

LOCK AND LOAD—Priming a rifle for action — literally, locking a round in the chamber, ready to fire.

'P'—Short for Piasters — Vietnamese currency.

PX—The Post Exchange — a sort of military supermarket on bases — usually the only place to get luxury goods.

TITI—Vietnamese for 'a little bit.'

WEED—Slang for marijuana.

'NAM NOTES

As with any other profession, soldiers have their own private language, a jargon that is used on the job with other soldiers. In the `Nam, that jargon was a mixture of various oriental languages with a smattering of French and English. To give a true feel of the real Viet Nam, we will use this jargon whenever we can. To allow you, the reader, to follow along, and to avoid interruptions of the story line through footnoting, we will include in every issue of "The 'Nam" a brief glossary of all new terms used in the book. And we'll try to be as complete and comprehensive as possible.

11 BUSH: Army skill code for light weapons infantry, in short, the grunts—frontline foot soldiers.
AIT: Advanced Individual Training. The army's equivalent of High School, where troops get the next level of training following basic.
APC: Armored Personnel Carrier, specially tooled vehicles designed to carry troops around safe from small arms' fire (not always effectively).
ARTICLE 15: Non-Judicial punishment, usually administered at a company level. A way of punishing troops without a court-martial and permanent records.
ARVIN: Army of the Republic of Viet Nam. South Vietnamese soldiers.
ASAP: As Soon As Possible. Right Away.
ASSEMBLY AREA: Just what it says, a place where the headquarters group gathers the troops for a mission pickup.
AUSSIE: Australian.
BAMBOO SNAKE: A small, deadly viper indigenous to Southeast Asia.
BANGALORE: The bangalore torpedo was developed during the Second World War. It is basically just a long pipe jammed full of explosives. Detonation cord and an electrical detonator are used to set it off. Its shape makes it ideal for pushing under or in front of obstructions, then blowing them out of the way.
BOO KOO: Bastardization of "Beaucoup"—a lot.
BOOM BOOM: A very close form of fraternization.
BOONIES: The bush, the countryside. The untamed, dangerous part of the country outside American bases and cities.
BUCK SERGEANT: The basic sergeant. A three-striper, the lowest rank of sergeant.
CANNON FODDER: Throwaway troops, used just for numbers.
CLAYMORE: A more recent development. A shaped charge of plastic explosive, backed on one side by solid steel armor and on the other by steel balls (later flechettes, even flammable gel for a time, really nasty stuff that). Claymores were used for defense of fixed positions, and as major weapons in preset ambushes.
CLERK-TYPIST: The army has a name for everything and everybody. A Clerk-Typist is a troop whose function is to act as a secretary for the company—of course, army would never use the term secretary, not macho enough by a long shot.
COPPED: Took a hit, got wounded or killed.
DET CORD: Explosive primer cord. Generally used to prime bangalore torpedoes and other explosive devices, troops could also use it to chop down trees and clear brush—handier than an axe, and easier to carry.
DIDI MOW: Vietnamese for get out quick. Run away.
DIEN BIEN PHU: A little village near the Laotian border where the last French Fighting Force was defeated in 1958, effectively removing Vietnam from French rule.
DINKS: Also slants, gooks, etc. A derogatory term for Asian locals.
DUSTOFF: A helicopter pickup, usually made in a hurry is a dustoff, mainly because the chopper raises the dust, then off it goes.
DYKE: The raised earthen area holding water in the rice paddies.
EVAC: Short for evacuation. Special choppers to pull out wounded, dead, and groups in trouble.
EXTEND: Extend your tour of duty. Take more time in the `Nam in exchange for some other benefit down the road, usually an early cut from the Army.
EXTRACTION: Using a helicopter to pull troops out of the bush. Usually done fast and dirty, the chopper only hitting the ground for a matter of a few seconds.
FAST MOVERS: Fast-moving aircraft—jets. Usually used for F-4's.
FIRST CAV: Short for the First Air Cavalry—an airborne unit stationed in the `Nam throughout most of the war.
FIRST SERGEANT: Think of the Army as a big corporation – the officers are the planners, the makers of plans and strategies. THE NCO's (NON-COMISSIONED OFFICERS) are the line managers, the men who take care

of the employees (the troops), making sure they are properly trained, paid, equipped, etc. The First Sergeant, then, is the senior NCO, the man with the most experience and responsibility for the troops. He does most of the administrative work of the company and is commonly referred to as Top.

FLECHETTE: A dart-shaped piece of metal, hundreds (or thousands) of which were placed in claymores or artillery rounds for the expressed purpose of annihilating closely-packed troops or troops in loose cover.

FRAG: Army slang for what is essentially an act of murder. During the war, many NCO's and officers became so intent on gaining rank and glory that they would endanger their men. Fragging was nature's way of telling them they had made a mistake. It was usually accomplished by flipping a hand grenade (ours or theirs) into a room in which the subject was sleeping.

GREENIE: Rookie, a new kid, a troop without much experience.

"HAM CONNECTION": A way to communicate back to the world. Base commo could sometimes connect with a ham radio operator in Hawaii or elsewhere and patch together a bunch of radio operators until they could get one close to home, then patch into radio lines to reach a specific phone number. Cheaper and more direct than overseas telephone.

HATTIN` OUT: Moving out, picking up with "hat" (equipment) and going.

HAT-UP: Put on your hat and leave. Also: "Sky-up," and "Book-out."

HOOCH: Slang term for a hut house, or barracks. Basically, the place where you live.

HOT CHOW: Food that was cooked, rather than concentrated ration bars or other emergency food.

HUEYS: The UH-1 helicopter made by Bell. The standard chopper of the U.S. Army in Vietnam.

HUMPIN` THE BOONIES: Literally packing a mass of equipment in the bush. Usually a reference to a long range patrol with full gear moving through the field.

IMPERIAL RUNNING DOG: Propagandist word used to describe almost anyone whom the ruling communists thought was against them.

JOE: Traditional name Vietnamese called Americans they didn't know by name. Short for G.I. Joe.

JUICE: Pull or influence. Also used to mean bribery or the bribe money itself.

KICK OFF: The start of a mission.

KIT CARSON SCOUT: "Reformed" VC who were used as scouts, guides, translators, etc. by American troops.

KLICKS: Kilometers, about 2/3 of a mile.

KP: Kitchen Police, cleaning up after troops eat—you know, the dirty work that Mom always does at home.

KY: Premier of South Vietnam in 1966.

L.A.W. (or LAW): Light Antitank Weapon. A little disposable shoulder-fired missile originally intended for tanks, but used through the `Nam as a sort of all-purpose weapon to knock down bunkers, houses, enemy strongpoints, etc.

LOCK AND LOAD: Priming a rifle for action—literally, locking a round in the chamber, ready for fire.

LPC: Leadership Potential Candidate. A short army school following Basic Training where individuals who have shown leadership qualifications are given some extra training to help their development.

LZ: Short for Landing Zone, a cleared area big enough for a helicopter to land, or hover, to pick up or drop troops.

M-16(14): The basic weapon of the infantry. The M-14 rifle was chambered for the NATO 7.62mm round and was used until the middle 1950's. It was then replaced by the lighter, more versatile M-16 which fired a smaller, 5.56mm round and enabled the grunt to hump more ammo.

MEDIVAC: An evacuation for medical purposes. Done by specially equipped and manned helicopters used to pick up and rush wounded men to hospitals.

MILK RUN: Another leftover from WWII. Meant as a really easy mission. Probably referring to how peaceful it is when the milkman made his rounds.

MONSOON: Rainy season in most of Asia. In Vietnam from late May through September.

MOS KOSHEE: A Japanese phrase adopted for use in the `Nam, used to mean right now, right away.

MP'S: Military Police—the military version of our everyday cops.

NAPALM: A chemical that creates a wall of flame. Used for destroying large areas or stubborn enemy strongpoints.

NAZIS: You all know this one—National Socialists, the guys who tried to take over the world in WWII. After the war, many of them fled war crime tribunals in Germany and slipped through Switzerland to Africa where a great number were enlisted into the French Foreign Legion. They ended by fighting the Viet Minh.

NO SWEAT-DE-DA`: Phrase of American/Vietnamese origin commonly used to mean something really easy to do.

NUMBAH ONE (or TEN): Vietnamese/American slang for something very good (NUMBAH ONE) or something very bad (NUMBAH TEN).

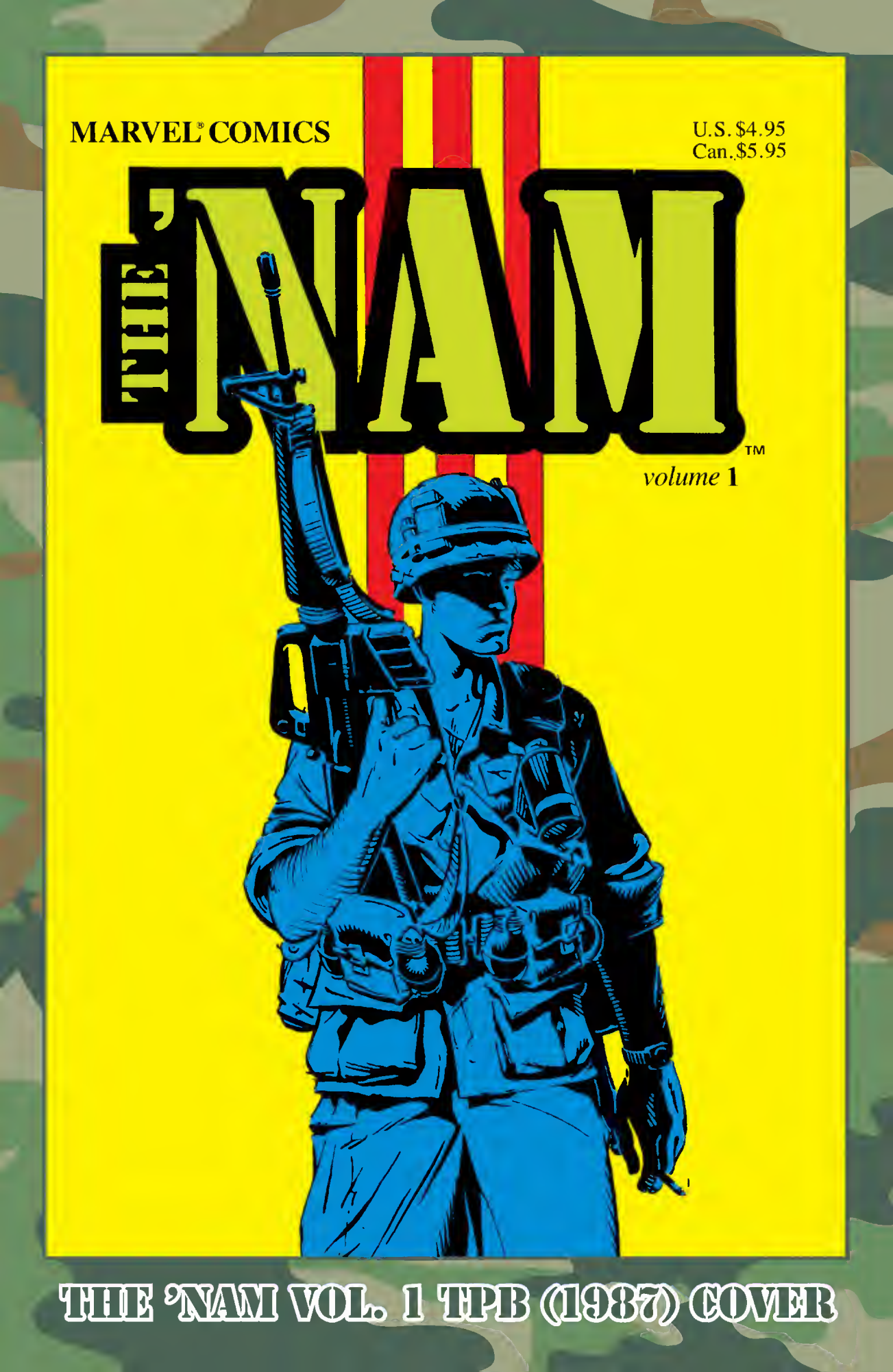
NVN: The North Vietnamese Army.

"P": Short for Piasters—Vietnamese currency.

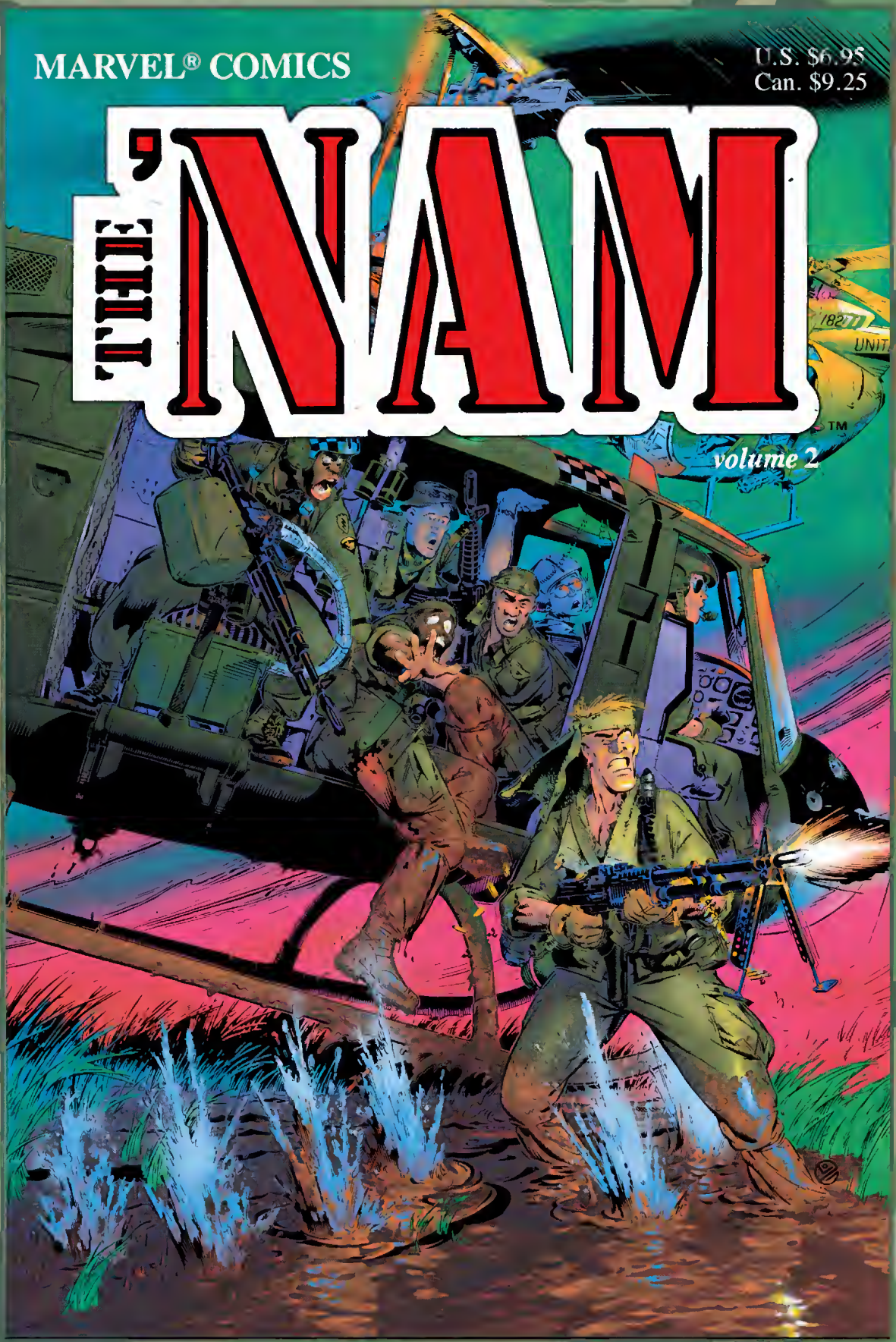
PACIFIED: A village (or area) that was on 'our side,' or one that was full of dead people.

PAUL REVERE/THAN PHONG 14: A combined U.S./South Vietnamese mission to pacify large pieces of

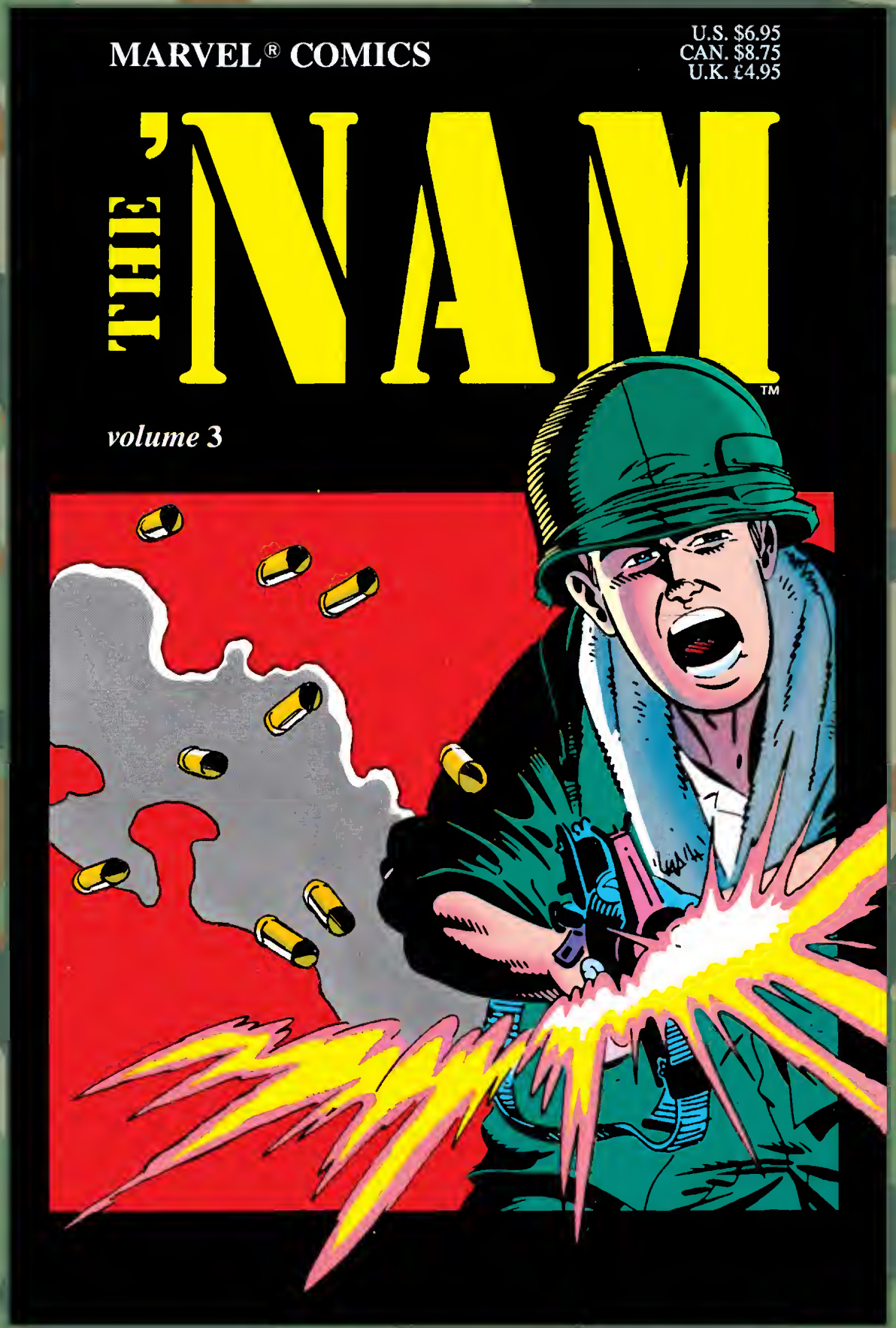
territory and clean out several VC strong points. Lasted from May 1966 until September of the same year.
POOP: The word, an explanation of what's going on.
PURPLE HEART: Decoration given to troops wounded in the combat zone, usually in the line of duty.
PX: The Post Exchange—a sort of military supermarket on bases—usually the only place to get luxury items.
QUAD 50: A weapon developed in World War Two in which four 50 caliber machine guns were mounted on a single frame to all them to shoot to the same point. Used as an anti-aircraft weapon.
R&R: Rest and recreation.
REMF: A very rude and crude way of describing those gentlemen who stayed behind the lines and seldom, or never entered the field. Not complimentary.
REPO DEPOT: Short for Replacement Depot. A staging area where new troops and other replacements were housed while their records were checked and updated, and needed shots and equipment was issued. The last stop before moving to a frontline unit.
REUP NCO: The non-commissioned officer (usually a sergeant) who had the unpleasant duty of trying to get men to reenlist in the army. A tough job in a combat zone.
RE-UP: Re-enlist. Sign up for another period of time in the military.
ROCK AND ROLL: In this instance, use of the M-16 at full automatic, making it basically a small sub-machine gun.
ROLLED: Robbed. Probably started because people rolled their victims over onto their backs to get at their wallets.
RPG: Rocket Propelled Grenade. The communist version of our LAW.
RT: Radio Telephone.
RVN: The Republic of Viet Nam. More specifically, South Viet Nam.
SACK: Also 'sack out,' 'catch some z's,' etc. Get some sleep.
SAPPED: Hit over the head—in this case, usually with a blackjack.
SEATAC: Seattle-Tacoma airport. The closest international airport to Ft. Lewis and connecting point for most troops on their way to the `Nam.
SHORT: Almost at the end of a tour—short of time (remaining).
SHRAPNEL: A French word meaning the small pieces of metal that come from explosives or mines. Literally, any piece of metal, other than a bullet, that causes a wound.
SLICK: Chopper.
SLICK: Used to refer to the UH-1, the troop-carrying version of the very present HUEY helicopter.
SLICKY-BOY: A hustler, con man, or some Asian trying to make a quick buck.
SPEC 5: Specialist fifth grade. Equivalent to a buck sergeant.
STARS AND STRIPES: The in-house military newspaper. Available every morning, everywhere in the military.
SUCKING CHEST WOUND: A wound that penetrates the lung causing the air to flow into the chest, deflating the lung. Very serious and often deadly.
THE 25TH: The 25th Infantry. Parent group to the 23rd.
THE TRIANGLE: The Iron Triangle. A Vietcong stronghold within a very few miles of Saigon.
"THE WORLD": The good ol` USA, home, the real world to those in the `Nam.
TITI: Vietnamese for a "little bit."
TOP: First Sergeant.
TRIP FLARES: Flares set up with trip wires so anyone trying to creep up on an established position would "trip" the wires and advertise his presence and position.
TUNNEL RUNNERS: Later, Tunnel Rats. Troops picked and trained especially to fight in the tunnels.
UNCLE HO: Ho Chi Minh, spiritual and temporal leader of the VC.
UNCLE SUGAR: Uncle Sam, the Congress, the boys back home.
VICTOR CHARLIE (or CHARLIE): The Viet Cong, in short, the enemy.
VIET CONG: South Vietnamese guerillas infiltrating various areas and trying to remove the government and its foreign allies.
VIET MINH: Forerunner of the VC. Freedom fighters against the French until the end at Dien Bein Phu.
WEED: Slang for marijuana.
WILLY PETER: White Phosphorus. Usually put into grenades or shells, will burn with any exposure to oxygen, even the oxygen in water. Very nasty stuff, really scary.
XIN LOI: Another Vietnamese phrase; used for "sorry about that."
"YOU CAN TELL IT'S MATTEL": When troops first saw the M-16, which was made primarily of plastic, they jokingly used the phrase Mattel had used as their advertising slogan for toys.



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